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Volume 26, Number 6



Gulf Strike / Desert Storm Variant Inside!



The AVALON HILL

GENERAL

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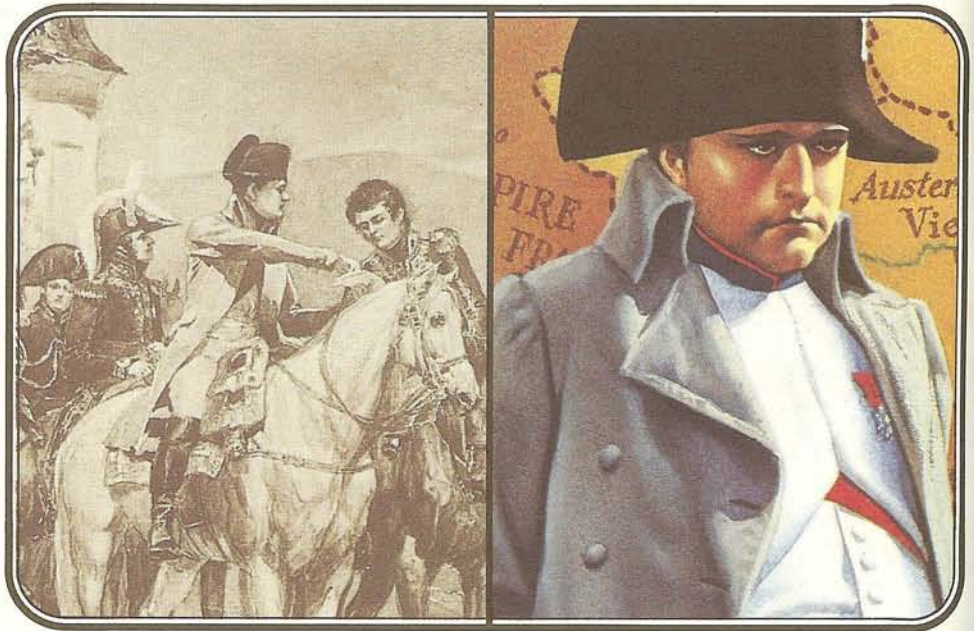
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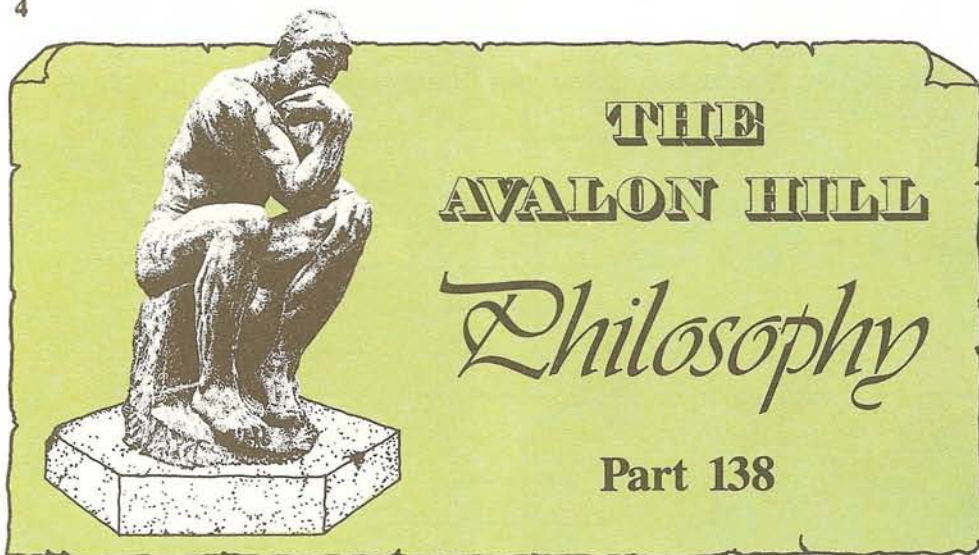
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THE AVALON HILL

Philosophy

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Having taken my shots at the “professionals” of wargaming (all in fun, I assure you—not an ounce of truth to any of it), now I have time to turn to the consumers. And you thought you’d get off easy, didn’t you? After nine years of observing and dealing with wargamers, I can safely say the conceits and concepts of these “hobbyists” are at least as entertaining for me as those of the “designers”. I’ve a bunch of sheets ripped off my “Murphy’s Law” calendar that seem particularly appropriate to players. Too bad I can’t ramble on for pages to do them justice, so I will simply highlight a few.

First though, let’s make something clear. The current state of game design is not all the fault of the designers and developers and artists these days. I suspect that those who have been in this business for awhile finally realized that *No matter what the anticipated result there will always be someone eager to (a) misinterpret it, (b) fake it, or (c) believe it happened due to their own pet theory.* If you think that there is only one way to play a game by the rules, take a stroll through any tournament at ORIGINS and see how some of these gonzo gamers can twist them. This phenomena gave rise to that creature found in the wild only at game clubs and conventions (otherwise known as the rutting season)—the dreaded “rules-lawyer”—a particularly vicious beast. I always thought that lawyers in general were a stunted branch on the tree of human evolution, and rules-lawyers a twig on that branch. But this predator does serve a useful function in the scheme of things; it preys upon the herds of wargamers, weeds out the weak (of heart), and helps keep the population down.

If you explain so clearly that nobody can misunderstand, somebody will. A sub-theorem of the above. I swear that wargamers must be some of the densest people on earth. We get more questions (generically known as “nutmail”) on GETTYSBURG ‘88 than on ASL. Nothing—not one rule—has ever been written that hasn’t also been misplayed. And this brought designers to the belief that, since the gamers are going to misplay the game anyway, they might as well make the design as obtuse as possible. This makes everyone happy: the players can claim that they have misunderstood complex rules (which is certainly understandable), and the designers get bigger checks ‘cause the rules must be comprehensive (which is certainly understandable). Personally, I hold to the precept that *It is impossible to make anything foolproof because fools are so ingenious.* If you think otherwise, try hosting a tournament someday and dealing with the questions on play that arise during it. Maybe that’s why so few designers oversee tournaments of their own games; be terrible (and bad press) to have a grown man cry at ORIGINS.

This leads naturally to a comment on “tinkering”. Many wargamers seem to be habitual fiddlers. They just can’t stand to leave things alone and play the game as designed. Just look at all the variants printed in this rag alone. Most firmly believe that *Inside every small problem is a larger problem struggling to get out.* And they envision their life as devoted to ferreting out all these little problems. No doubt about it, there are as many versions of a war-game being played around the country as copies sold (another reason for the rise of “rules-lawyers”, who like to believe themselves our “purity police”). Game clubs are virulent breeding grounds of tinkering, for the meddling can be done by committee. And we all know how committees work, don’t we? The irony of wargamers tinkering with the rules is that, *When an error has been detected and corrected, it will soon be found to have been correct in the first place.* It just take awhile for this fact to sink in for these fellows.

Turning to the quality of the play I’ve observed among your peers, I can say that *The best laid plans of mice and humans are about equal.* In wargaming terms, it continues to amaze me how inept some gamers are in grasping the essentials needed to win a game. A game, any game, is comprised of a series of decisions. String these decisions together, and you have what we euphemistically term “strategy”. A bad decision, anywhere in this string, and you have a losing strategy. Since *In a crisis that forces people to choose among alternative courses of action, most people will choose the worst course possible,* it seems inevitable that most strategies collapse in the heat of competition. That home-spun perfect plan never survives the trip to the big city.

The most noticeable aspect of the many stupid strategies (which wargamers so love) is their lack of focus. You’ve seen it yourself—the fellow who spends his game turn gleefully destroying every Russian unit on the board but taking not one step towards the capture of Moscow, which is the condition for victory. The fellow is brilliant with his tactics, expert at setting up and conducting his attacks. He has spent many hours of his short life studying and analyzing, memorizing and refining his play. Now he happily thrashes his opponent. But he’ll lose the game. *No amount of genius can overcome a preoccupation with detail.*

Occasionally the gifted wargamer does indeed hit upon the “perfect plan” for his favorite. In one rare moment of insight and ability, he strikes the balance that will give him victory time-after-time. He wins that game; but, he proceeds to lose the next dozen. Churchill’s commentary on Man holds true: People will occasionally stumble over the truth, but most of the time they pick themselves up and continue on.

Second only to stupidity, the major dictate against “perfect plans” in wargaming is luck. I’m not sure why the first wargame designers decided that the outcome of battle is governed by random chance, but that’s the burden we poor players have carried for three decades. Any plan can be derailed by the fall of the dice—giving players another “excuse” for losing. Admit it, we’ve all used this one . . . with some justification. *The probability of anything happening is in inverse ration to its desirability.* Need a certain die roll or card to cap masterful play to claim victory? Forget it! You’re about to lose to that bozo across the board, even if it takes the rest of the afternoon. Does your opponent have a 0.0001% chance of eking out a win with a specific series of a dozen die rolls? I could make book on the outcome.

A last word to the wise: *Anytime things appear to be going well, you have overlooked something.* This has nothing to do with playing the game itself, but instead relates to all those responsibilities that impinge on your fun. It’s Saturday evening. My plan is working well, and the dice are falling my way. My opponent doesn’t smell too bad, and actually has a grasp of the rules. He brought the beer. Then I remember that dinner date with the in-laws, or my son’s elementary school band concert. A rapid concession, gift-wrapped in guilt and disappointment. Indeed, wargaming can be a downright bummer.

Virtue is its own punishment. Hmmmm. I must have saved this one because it seems particularly applicable to the players of my favorite, *DIPLOMACY*. The most successful among them are truly despicable people, not at all the sort you’d want to associate with socially. They win so often because they are so very good at lying, whining, wheedling, backstabbing and cheating. (‘Course, I’m not a very good player, so I console myself that I don’t exhibit these traits.)

Speaking of multi-player games, seems that when you want to enjoy one, somebody must always be coerced into joining to make up the requisite number. Ever notice how often you must twist a few arms to put together a game at home, at the club, at the convention? Ever notice how often *The one who least wants to play is the one who wins?* One of the great mysteries of wargaming. It really bugged me that my mother, who could care less and only played to humor me, used to regularly beat the snot out of her only son in *BISMARCK*. Or that my wife, when dragged into a game of *ENEMY IN SIGHT*, thinks nothing of embarrassing me in front of my friends.

Finally, I’ll wrap this up with Ginsberg’s Theorem: 1. *You can’t win.* 2. *You can’t break even.* 3. *You can’t even quit the game.* And my own observation that Murphy was an optimist. ‘Nuff said.



I must note that the sentiments expressed in “The Avalon Hill Philosophy” over the past year (especially in Vol. 26, No. 3) are my own and do not reflect the views of The Avalon Hill Game Company. I hereby apologize for any misunderstanding or inconvenience these may have caused for anyone—retailers, wholesalers, designers or readers.



ATTACK SUB

PING . . . The ship reverberates with the metallic echo which brings stark terror to a submariner. Only moments before the skipper had checked the surface and found only unrelenting waves. Sonar reported no discernible screws in the area. Yet, there was no mistaking the groping fingers of active sonar against the hull. An ASW aircraft must have dropped a sonar buoy nearby.

PING . . . The sound, stronger now, temporarily paralyzes everyone. Not a word is spoken. No one moves until the Captain's barked commands signal a burst of hushed activity. "Right Full Rudder, rig for silent running."

PING . . . Was it fainter this time? Or just wishful thinking? Did the aircraft gain a strong enough fix on them to fire?

PING . . . Yes, it was definitely fainter now. They were moving away from it. The sense of relief is broken by a shout from sonar.

"Fish in the water! Bearing two-six-zero."



Such will be the life and death drama played out under the sea in the next war. **ATTACK SUB** is a simulation of contemporary submarine warfare that re-creates the tension of high-tech warfare beneath the waves with low tech playing cards in a fast-paced game of skill. Despite the encroachment of technology, the cat-and-mouse game between sub and surface ship that has characterized warfare at sea since men first waged war beneath the waves remains essentially unchanged as we enter the 21st century. The submarine, the lone hunter, relies on concealment to stalk its prey. The escort hunts in packs and works in concert with other surface and air elements to locate and overwhelm the solitary hunter. It is high stakes tension even in the age of computers and electronics.

Players command 48 of the world's best warships in 13 scenarios ranging from simple sub vs sub encounters to combined fleet actions. A deck of 128 quality playing cards are used to resolve the action with rules similar to those that won accolades for its sister game **UP FRONT**. However, unlike its award-winning predecessor, **ATTACK SUB** is extremely easy to learn and can be played in under an hour. Indeed, the easy-to-use components make reference to the rules almost unnecessary.

ATTACK SUB is now available for \$25.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add \$4.00 for domestic shipping (\$8.00 for Canadian orders and \$12.00 for overseas). Maryland residents please add 5% state sales tax.

EASING INTO NAPOLEON'S BATTLES

"Meeting Your Waterloo" Made Simple

By S. Craig Taylor, Jr.

NAPOLEON'S BATTLES may still be a new game to many of our readers, so Mr. Taylor's comments attempt to cover the basics of the game system to permit even those totally unfamiliar with the mechanics of wargaming in miniature to put on their cocked hat, stick a hand inside their jacket, and follow the action in Mr. Owen's article.

NAPOLEON'S BATTLES provides a grand tactical miniatures wargaming system for simulating the larger actions fought from 1792 through 1815. Ground scale (in 15mm) is one inch equals 100 yards. At this scale, players serve as corps, wing or army commanders.

Luck can play a role in the game (that's what reserves are for), and all die rolls make use of tensided dice. Casualties are determined by comparing opposing die rolls made by the players, so the game lacks a conventional CRT for reference—which speeds both learning the game and actual play. To keep the effects of luck to a minimum, there is a "vanity roll" optional rule that allows players to trade in a free-roll marker and so roll again.

Board and miniatures wargamers have been borrowing (stealing?) elements from each other for many years, so wargaming with miniatures may not be as alien as some hardcore boardgamers might think; a few comments on the mechanical differences (appearance is, in reality, probably the most profound one between board and miniatures wargaming) should allow an understanding of what goes so terribly wrong on the French right flank in this Waterloo game. Although primarily intended for games using 15mm scale figures and equipment (allowing most historical battles to be resolved on battlefields the size of ping-pong tables), other scales can also be used with *NAPOLEON'S BATTLES*. Alternately, die-cut counters and full-color terrain pieces are provided with the game to permit introductory actions on card-table size battlefields with "miniatureless" forces of about a corps on each side.

Since the game was designed for fighting larger actions, players move masses of troops. The individual figures represent either 120 actual infantrymen or 80 actual cavalrymen; but these figures do not have to be individual—being mounted four to a base—saving those of us with stubby fingers from bouts of clumsiness and perpetual embarrassment. A number (three-to-five cavalry or four-to-seven infantry bases—roughly 1000-3400 soldiers) of these bases operate together as "brigade" combat units. Similar to step-reduction in boardgames, the number of bases/figures in a brigade unit provides an easy evaluation of its strength as losses accumulate. Casualties are marked figure-by-figure, and a base is removed for every four losses.

A model gun and two (for horse artillery) or three (for heavy foot artillery) gunner figures on a base represents a reserve artillery battery combat unit of, usually, six to eight guns. Because light and medium foot artillery was invariably divided up and attached directly to the infantry, the effects of these guns are factored into the infantry fire and combat values, and they are not represented by separate battery units on the tabletop.

"General" units are used to control the infantry, cavalry and artillery combat units and are represented by single bases with one figure (divisional commander), two figures (corps commander), three figures (wing commanders), or four figures (army commanders). In addition to the extra figures, general bases also get larger (from 1"×1" for divi-

sional commanders to 2" square for army commanders) while moving up the chain of command.

Labels (which are provided for the Avalon Hill scenarios) are taped to each combat and general unit to identify and provide reference information about each specifically, in the same way that printed designations and "factors" present this information on boardgame counters. All units are organized into larger formations, as for example the French I Corps at Waterloo (shown in Illustration #1).

In board wargames, it is common to show changes in unit formations by using markers or by flipping the counters. In most miniatures wargames, and in *NAPOLEON'S BATTLES*, formations are shown by varying arrangements of the unit's bases (as shown in Illustration #2). There is no grid on a miniatures tabletop, so the units' movements and firing ranges are handled using rulers or tape measures and templates instead of hexagons.

Most of the information about a type of unit is found on the game's *Information Cards*. For a specific scenario, only the units needed are copied onto an "Information Chart". The information for all the unit types mentioned in Mr. Owen's article are shown in Table 1, and briefly explained below:

The "Unit Type" column identifies the type of unit. For example, FrLN Line Infantry is in this column, at the left of the line showing the information relating to all French line infantry units.

The four "Combat Mods" columns give a unit's combat modifiers, depending on the unit's current formation and/or situation. For example, French line infantry in a column ("COL or LIM") formation has a -1 modifier. In line ("LIN or ULM") formation, the modifier is +2. A unit's current formation always determines the modifier unless there is a "Versus Other" ("VS OT") situation. The modifier in the "VS OT" column applies (for cavalry, when favorable) only if it is the modifying (largest) unit attacking infantry that is in any formation but square, or (for infantry, when it is unfavorable) if in combat with any infantry (even if not the modifying unit) while in square formation or if in combat with any attacking cavalry (even if not the modifying unit) while not in square. If more than one combat unit is involved in an individual combat from the same side, the modifiers that apply to the largest unit (the one with the most bases) are the ones used.

The "DRD/RT" (Disorder/Rout) column shows the number of figures that a unit must lose in a single Fire Phase or individual combat (regardless of the number of combat rounds) in order to be disordered or routed. For example, British line infantry has a "2/5" factor. This means that if a British line infantry unit suffers one hit (i.e., up to the disorder number), there is normally no effect other than adding another casualty. For two, three or four (i.e., up to the rout number) losses during a Fire Phase or combat, the unit is "disordered". If it takes five losses, it is "routed". A disordered unit is unable to fire, may not move to cause combat, moves at half-speed, and a -3 modifier applies in combat. A disordered unit recovers if it is not moved during its Maneuver Phase. A routed unit, as one might expect, is worse than worthless until rallied by a general.

The "RSP/DSP" (Response/Dispersal) column indicates a unit's response and dispersal numbers. The "response" number shows how well a unit is commanded and/or drilled, and is used for a variety of purposes. A routed combat unit can be rallied by rolling its response number or less. Infantry

attacked by cavalry attempts to form an "emergency" square by rolling their response number (usually favorably modified if the unit is in column formation) or less (such formation change is impossible, however, if another enemy combat unit is already touching or within one inch distance). Cavalry that wins a combat may continue moving and/or attacking if its response number (modified unfavorably) or less can be rolled (this is called a "recall attempt"); failure sends a cavalry unit forward out of control. French and KGL cavalry (with only a -2 modifier for recall rolls) are generally easier to keep in hand. The "dispersal" letter is used for infantry and cavalry brigades before a battle starts; cross-gridded with the number of figures in the combat unit in the "Dispersal Chart" (on the Game Card), this gives a unit's dispersal number, which—for easy reference—is printed on the unit's label. When the number of surviving figures in a unit equals that unit's dispersal number, the unit is considered to no longer be "combat effective" and is immediately removed from play.

The "Fire/Mods" (Fire Range/Fire Modifier) column shows a unit's maximum fire range in inches and its fire modifiers. Since mounted cavalry may not fire, this entry is left blank for cavalry units.

The three "Movement" columns give that unit's maximum movement in inches, depending on the unit's current formation. Note: the "LIN or ULM" (Line or Unlimbered) factors are the ones used if any formation changes are made.

The three "Move Mods" columns show the movement costs used by a unit in various situations. For example, British light cavalry moving backwards (use the column headed "BCK or SID") uses the rate 2/1—subtract two inches from the unit's movement factor for each inch moved backwards. The "CG FM" (Change Formation) column simply shows a value in inches; if a unit changes formation, the given number is subtracted from the unit's movement in inches.

NAPOLEON'S BATTLES is a "scenario" game; that is, it provides a game system that can be used in a great variety of different situations. A point system is provided to allow players to design their own scenarios and/or to balance historical scenarios. In addition, there is a reference list with the command ratings for over 800 of the era's generals. The original game also includes eight scenarios: two hypothetical and six historical (Marengo, Auerstadt, Eylau, Talavera, Borodino and Waterloo [used as the basis for Owen's piece]). We've also published a module with nine more scenarios: one hypothetical and eight historical—Valmy, Friedland, Corunna, Aspern-Essling, Ocano, Salamanca, Leipzig (a real monster game) and Craonne. With the printing of this issue of scenarios for Quatre-Bras and Ligny, there are now 19 published scenarios (16 of them historical) available from Avalon Hill.

So, you have the battlefield laid out and the troops are formed up in their starting positions. Now what? A game plays depending on how such information above is used in the "Sequence of Play". The Sequence of Play in *NAPOLEON'S BATTLES* is the old, familiar "move/countermove system", but this is what best reflects the grand tactics of the period (with some interesting bells-'n'-whistles). Proceeding through the sequence in a short and simplified (some less-important steps are left out) manner, a turn starts with the "First Side" Phases. In the Battle of Waterloo scenario, the French are the "First Side". Once the First Side Phases are completed, an identical "Second Side" Phases sequence is per-

ILLUSTRATION 1: THE FRENCH I CORPS AT WATERLOO

CORPS COMMANDER



I (D'Erlon)

I Corps Commander
(2 figures)

FIRST DIVISION



1/I (Alix)



1B/1/I



2B/1/I

1st Division of the
I Corps Commander
(1 figure)

SECOND DIVISION



2/I (Donzelot)



1B/2/I



2B/2/I

THIRD DIVISION



3/I (Marcognet)



1B/3/I



2B/3/I

2nd Brigade of the
3rd Division of the
I Corps (4 bases =
16 figures)

FOURTH DIVISION



4/I (Durutte)



1B/4/I



2B/4/I

CORPS CAVALRY DIVISION



C/I (Jacquinot)



1B/C/I

CORPS ARTILLERY



I (12# heavy foot)



I (6# Horse)

formed by the Second Side (in this case, the Anglo-Allies).

A side begins with its *Control* Phase. During a Control Phase, a side brings any arriving units onto the battlefield and attempts to rally routed combat units that have a commanding general touching them; but checking "command control" is usually the most important part of this phase. Every general has a "command span" expressed in inches, and can exercise control over units below it in its chain-of-command that are located within the command span. A divisional general can control subordinate combat units within his span, but higher echelon generals may only control subordinate *general* units within their span; a corps, wing or army commander must *touch* a combat unit to control it directly. But a general unit that touches any combat unit or units (such attachments are necessary to rally routed troops or to add a general's combat modifier or quality level to a unit) controls *only* the units in actual contact (i.e., the command span drops to zero inches). Combat units that are not in the command span of a *divisional* general or touched by a higher echelon commander may not be moved. Basically, subordinate general units that are not in control of

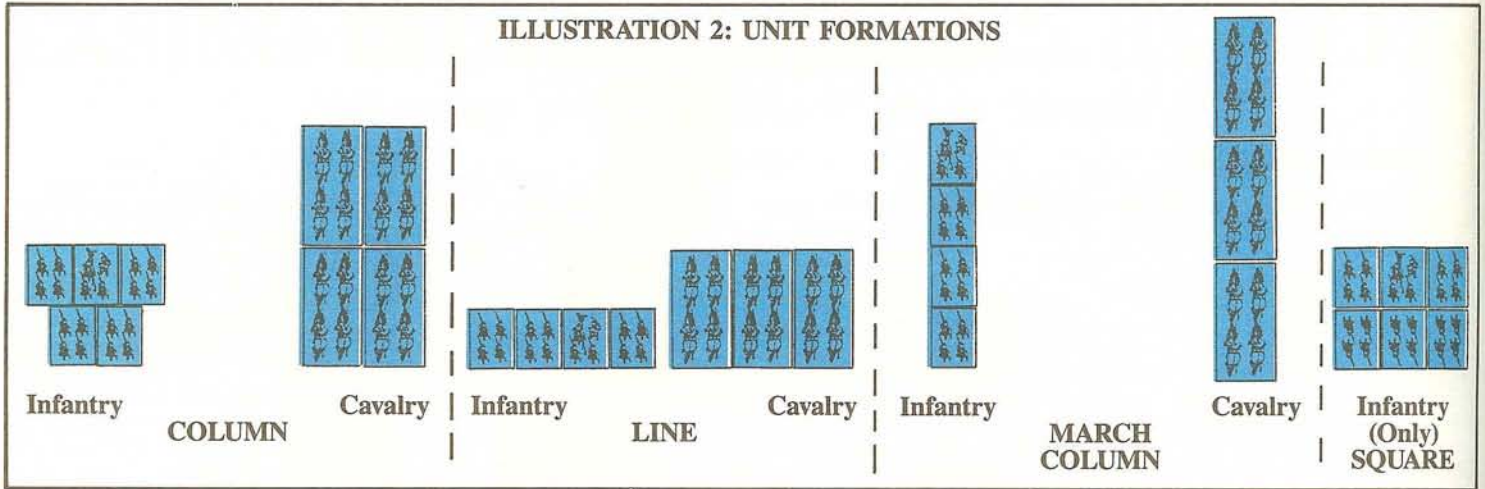
a higher ranking general must make a "response roll". If the general's response number (printed on the label on each base) or less is rolled with a die, the general's subordinate units may be moved normally (a reduced move in some cases); or, if the roll exceeds the response number, the general's combat units have their movement reduced (in some cases, they may not be moved at all).

At Waterloo, the command situation greatly favors the French, as all of their corps have commanders (with 6" to 9" command spans) and both Napoleon (the army commander with a 22" command span) and Ney (a wing commander with a 10" command span) are available in the upper reaches of the chain. Wellington's army has no wing commander and, of three corps and a cavalry reserve, only one corps and the cavalry reserve commanders are available (with 8" and 7" command spans). Wellington himself has only a 17" command span to control a horde of otherwise uncommanded divisions (the command spans of his divisional generals vary from 3" to 5"), although use of the optional rule that allows Wellington to react and move to a crisis area *after* the French move *does* help.

Next, we come to the *Maneuver* Phase. This is when the bulk of the movement takes place, and it is divided into three important steps. First (and not shown in the Waterloo replay here) is the "All-Out Attack Step". A sort of "send in the Guard" rule, this allows some special elite infantry units (only the French Old Guard infantry is eligible in this scenario) to attack and keep attacking (although each combat round expends movement) until they are beaten or their movement allowance is exhausted. Firing and/or combats occur each time a unit moves (handled as during the Fire and Combat phases explained below), but *only* with or against the units that have just moved. Using this step can be a powerful ploy in itself, but the attacking units can *also* be moved during the next step. Just don't get too cocky! The guardsmen are as easy to hit with firepower as militia, and when they are routed or eliminated they count as multiple units lost (a French Old Guard infantry brigade counts the same as five normal brigades for army morale).

The "Movement Step" follows, when all of a side's eligible units can be moved. If desired, any cavalry unit that is *not* moved or already marked with another status marker may have a React marker

ILLUSTRATION 2: UNIT FORMATIONS



placed with it, reserving its movement for later (see below). Disordered units that are not moved may have their Disorder markers removed.

Last, but certainly not least, comes the "Reaction Step". During the Reaction Step, any of the non-phasing side's cavalry units with a React marker may be moved as desired, followed by the moving, if wished, of any of the phasing side's reacting cavalry that can be maneuvered into combat contact with the enemy cavalry that was just moved. Since stacking is not allowed (at least not with my miniatures), there must be room to actually place any reacting cavalry unit.

The Fire Phase is next. The non-phasing side fires first; then the phasing side fires. One unit takes a "shot" by firing at one target unit that lies to its unblocked front within its firing range. A Fire Phase simulates long-to-medium range artillery fire, skirmisher fire, and possibly long-range musket volleys. Losses from the non-phasing fire can affect the phasing fire. (For example, a phasing unit that is disordered by non-phasing fire cannot be fired, as disordered units may never fire.) A "shot" is resolved by both players rolling one decimal die. Each firing unit has its own modifiers (e.g., +1 for British line infantry), and other generic modifiers may apply for cover (-2), the number of infantry bases firing (+1 for six bases, -1 for three), and so forth. All firing modifiers always apply to the firing side. Any modifiers are applied and the numbers then compared. If the firing side's modified

roll exceeds the enemy's roll by two times or more, two hits are marked on the target unit (only one hit on an artillery unit). If the modified roll simply exceeds the enemy's roll, one hit is marked on the target unit (no hits on an artillery unit). Otherwise, the shot misses.

Following the Fire Phase is the Combat Phase. A Combat Phase simulates close range musket and artillery fire and possible hand-to-hand combats. Individual combats involve opposing units that are actually touching. Combats should be divided up so that each individual combat contains only one combat unit (attached artillery units are not treated as separate units for this purpose) on one or both sides. An individual combat may require a number of "combat rounds" to resolve, as combat continues until somebody routs or drives off all opposing units (an advanced rule allows units to attempt to withdraw). Since artillery and general units may be "attached" to a friendly cavalry or infantry unit that they touch, touching an attached artillery or general unit is considered to be the same as contacting the infantry or cavalry unit to which they are attached.

A combat round is resolved by both players rolling one decimal die, but the comparison is handled differently than for firing. Any modifiers (each unit has its own combat modifiers depending on formation and situation, and other generic modifiers may apply for holding cover, the number of bases involved, etc.) are applied and the modified numbers compared. If one side's modified combat roll

exceeds the enemy's roll, a number of hits equal to the difference are marked on the unit with the lower roll. This is tempered by the fact that no unit can lose more figures in an individual combat (regardless of the number of rounds) than its rout number. If no enemy unit is routed, dispersed, or eliminated in a combat round, any cavalry involved will be disordered and "bounce" out of the combat. If opposing units are still in contact, another combat round (where the combat modifiers may be different) is resolved, etc., until all contact between opposing units end. A winning unit always takes one loss for routing or eliminating one or more enemy units in an individual combat.

A Pursuit Phase rounds out a side's turn. At this time, the phasing side may, as desired, move any of its cavalry units with a React marker, and the non-phasing side may then attack any of these with any of their reacting cavalry. Firing and/or combats occur as during the Fire and Combat phases, but only with or against the units that were just moved.

The Second Side then repeats all of the above. When this is done, the passage of one "Turn" (30 minutes) is recorded, and the next turn begins. If a battle goes the full number of turns, victory points for terrain objectives and casualties are counted to determine a winner—actually a form of "marginal victory". For a side to claim an immediate or

Continued on Page 40, Column 3

TABLE 1: INFORMATION CHART

UNIT TYPE		COMBAT MODS				DRD / RT NO.	RSP / DSP	FIRE / MODS	MOVEMENT			MOVE MODS		
		COL or LIM	LIN or ULM	SQ VS CV	VS OT				COL or LIM	LIN or ULM	MCH COL	RGH or SQ	BCK or SID	CG FM
FRENCH	General Officer	—	—	—	—	—	—	36"	36"	36"	2/1	1/1	—	
	FrGLC Guard Light Cav.	+1	+2	—	+4	2/4	8/B	14"	13"	24"	3/1	2/1	6"	
	FrHC Heavy Cavalry	+1	+2	—	+5	2/4	7/B	13"	12"	21"	4/1	3/1	6"	
	FrLC Light Cavalry	-2	0	—	+4	2/3	6/D	15"	14"	22"	3/1	2/1	7"	
	FrLN Line Infantry	-1	+2	+7	-4	2/4	6/D	4"/0	10"	3"	18"	2/1	2/1	2"
ALLIES	FrLT Light Infantry	-1	+2	+7	-4	2/4	6/D	5"/+1	12"	3"	18"	3/2	3/2	1"
	BrLC Light Cavalry	-1	+1	—	+5	2/3	6/B	—	14"	13"	23"	3/1	2/1	6"
	BrLN Line Infantry	-1	+3	+8	-3	2/5	6/B	4"/+1	12"	4"	15"	2/1	2/1	2"
	Br9# 9# Horse Arty.	-5	-3	f	f	k	6/-	10"/+2	11"	3"	18"	5/1	1/1	3"
	Br6# 6# Horse Arty.	-5	-3	f	f	k	6/-	9"/+2	12"	4"	21"	4/1	1/1	3"
	DbLN Line Infantry	-2	+1	+6	-5	2/3	4/D	3"/-1	9"	2"	16"	3/1	3/1	2"
	DbMI Militia Inf. *	-4	-2	+4	-7	1/3	3/E	2"/-3	6"	1"	15"	4/1	3/1	1"
	Db6# 6#Horse Arty.	-5	-3	f	f	k	5/-	9"/0	11"	4"	21"	4/1	1/1	3"
HnLW Landwehr Inf.	-3	-1	+5	-6	1/3	3/E	2"/-2	8"	1"	15"	4/1	3/1	1"	
NsLN Line Infantry	-1	+2	+7	-4	2/3	5/C	4"/0	10"	2"	16"	2/1	2/1	2"	

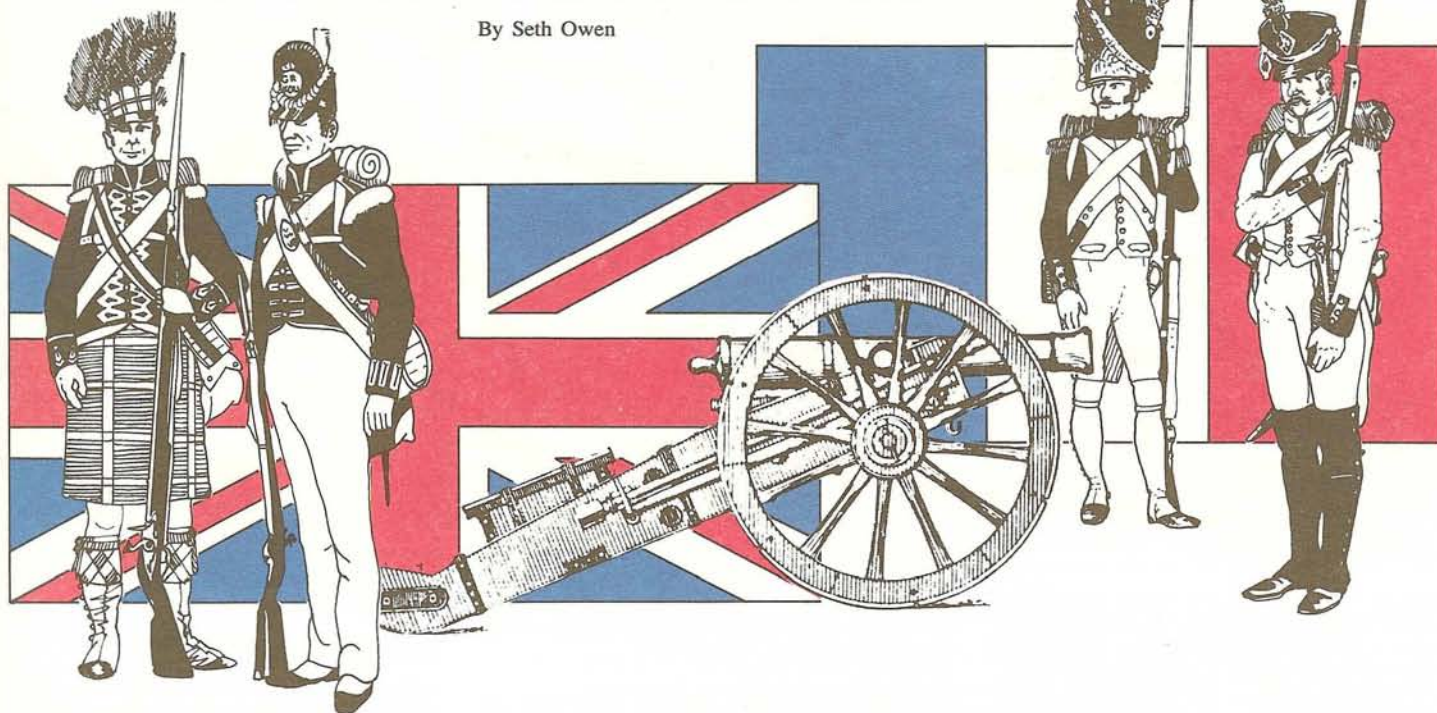
NOTES: f. Use the current formation modifier. k. 2 fire hits from one shot or 1 combat hit are required to eliminate an artillery crew figure (also disorders the unit). Any artillery unit is eliminated with 2 eliminated crew. * Yes, these are the world famous "Guard Militia" immortalized in Seth Owens' Waterloo article!

ABBREVIATIONS: B=British, DB= Dutch-Belgian, Fr=French, Hn=Hanoverian, NS=Nassau.

MEETING YOUR WATERLOO

A NAPOLEON'S BATTLES Primer

By Seth Owen



The Napoleonic Wars have always been the backbone of the miniatures wargaming hobby. Twenty years of European conflict produced a bewildering, and colorful, variety of units, uniforms and unique situations. The entire period is now named after one of history's "Great Captains", and the wars his rise spawned created "Strategy" in the modern sense. Two of the great military theorists (Jomini and von Clausewitz) had their thinking molded by their experiences as participants in those wars. Because it is such a popular subject among miniaturists, it should come as no surprise that there are many different opinions over how best to simulate the period on the tabletop. Just as there have been more books in more languages about Napoleon than any other general, there have been more Napoleonic rules sets published than on any other miniatures topic.

Our local group has tried a number of these rules over the years, including some of the most popular, and have found them wanting. We were intrigued when we heard that Avalon Hill was finally going to take the plunge into miniatures gaming. When *NAPOLEON'S BATTLES* came out, we were impressed enough to start remounting all of our extensive collections of figures. I daresay that no better compliment can be paid to a set of miniatures rules than going through the bother or remounting hundreds of small lead figures onto new stands.

We also decided to do what we could to popularize this excellent set of rules. We decided to restage one of the grandest scenarios from the scenario book, and share our experiences with readers of *THE GENERAL*, who may be more familiar with board-games. The members of our group play both miniatures and board wargames about equally, so we felt that we might be able to explain the game to readers who do not. And, since no battle is more famous in Western history, what better choice than Waterloo—Scenario Eight in the game.

We initially planned to play out the entire battle and report on it in detail, but in two practice games we found that the French had battered the British so severely in the early going that the Prussians were barely able to enter the map, let alone come into

play. So for our third (the one here) run-through, we opted to play the "Short Scenario", which is but 12 turns long. Simply put, if the Allied army manages to avoid breaking in those 12 furious turns, it wins.

Taking the role of Wellington was Peter Landry, who has been in the "AREA Top 50" for a number of years and who was a finalist in the recently-completed *WATERLOO* PBM tournament. Peter is, as one would expect, a very good player, and one with a particular interest in the Napoleonic period. Assisting him was Scott Hendriques as the Prince of Orange, an able player known for his aggressive style of play.

Napoleon was played by Mark Fastoso, who has over ten years experience in both miniatures and board wargaming. Sharing command of the French army with Mark were Steve Cabral (as Marshal Ney) and Dean Medieros (as Drouot, commander of the Imperial Guard); Steve has a very conservative style of play, while Dean is known for taking chances (that usually pay off).

With the field set, and the 15mm figures arrayed in their trays, we leapt into battle.

PREGAME

We conformed to the initial placement as shown in the scenario book—with one exception. The diagram shows all of the Guard cavalry setting up behind IV Cavalry Corps on the French right flank, when in actuality only the light cavalry was there. The Guard heavy cavalry division historically was deployed behind the III Cavalry Corps at the start of the battle. We left any other minor errors in set-up alone, not wishing to depart too far from the scenario as published. For some reason, the scenario also shows the III Cavalry Corps as light cavalry, when our reading indicates they were dragoons and cuirassiers—very definitely heavy cavalry—so we treated those units as heavy cavalry in our playing.

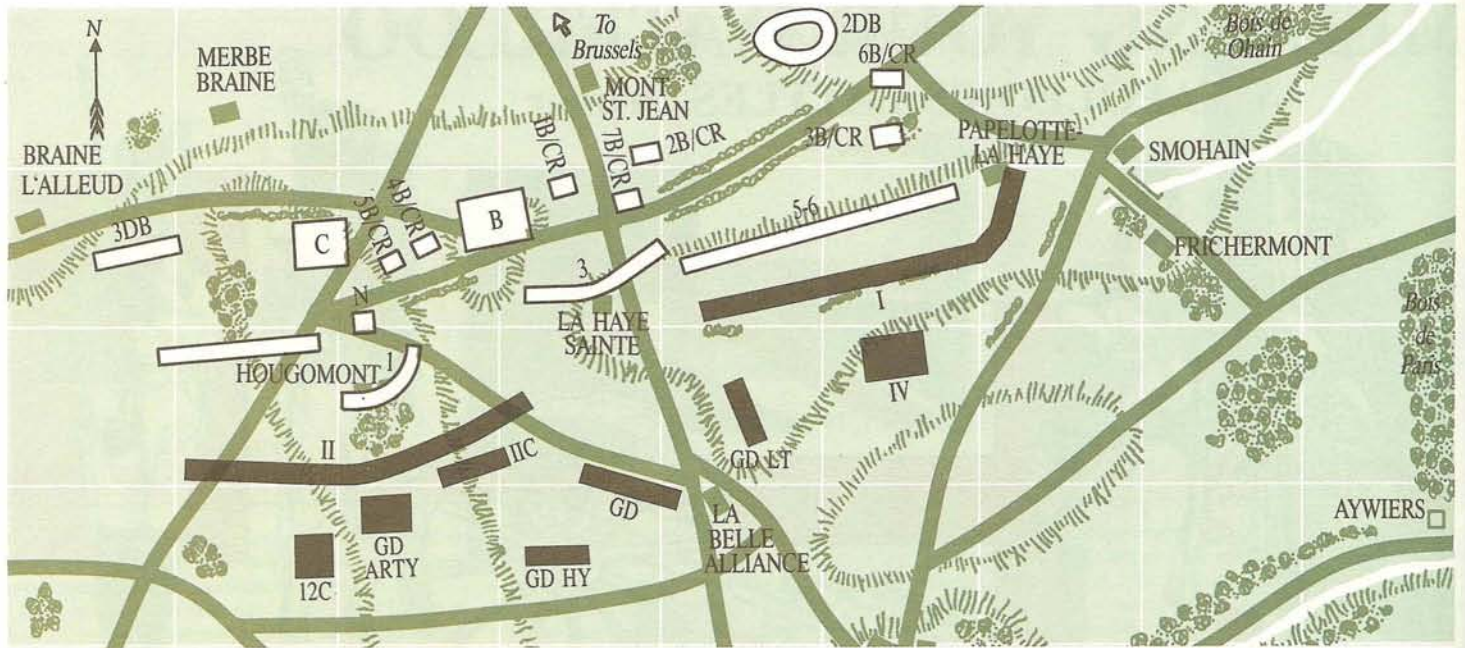
It should be noted that this kind of modification is not uncommon in miniatures gaming; on the contrary, it is more the rule than the exception. Very few published scenarios, regardless of the set of

rules, are played exactly as presented. Modifications are made by the gamers based on their miniatures available, different historical sources, and the rules in use. With these changes agreed to by all, Wellington set up his forces first.

Wellington: Our group has played this scenario twice before with the *NAPOLEON'S BATTLES* rules. Having taken the French twice, I know how powerful their army is, in both mobility and organization. Looking at the Allied army, I am shocked at its disorganized set-up. Uxbridge's cavalry is split so he cannot possibly control all seven brigades. The Prince of Orange's corps has divisions spread across the whole front, holding both flanks! Like Uxbridge, he will not be able to command his whole force. At least Wellington can help the Prince. Even the troops directly under Wellington are dispersed and cannot all be in command on any one turn.

The Allies, as I see it, will have to be very careful early. They will have to maximize their command (i.e., try to concentrate some of the spread-out formations, especially Uxbridge) while still posing a threat to the French advance. My overall strategy is to put up an aggressive defense. To put every gun to the enemy as possible, organize Uxbridge as fast as possible, to get the most of reaction moves, and to use the artillery reserve to either plug any holes or, when the initiative is mine, to prepare and support our own attacks.

The left flank from Papelotte to La Haye Sainte is where I expect the French to push the hardest. With the open ground there, they can start the assault in earnest by 1200. I choose to place Wellington himself near this flank at the beginning so that all of this sector will start in command. Uxbridge is the key, as I see it. If he starts in the center, he can command four of his seven brigades on the first turn. But this leaves the left flank without cavalry support, and the two cavalry brigades on the far left stranded. I will place Uxbridge with the two far left light cavalry brigades, leaving the other five out of command for the time being. The center will not, I expect, be threatened early in the game. The two brigades starting in command will hopefully be



Map 1: Before the Attack of I Corps

enough of a threat to keep the French wary. I will maneuver these westward so that Uxbridge can gain control of more of his force as soon as possible.

With the British Guard in Hougomont, I anticipate it will be a tough nut for Napoleon to crack. The more time the French waste here, the better. The key to the defense of the far right is Clinton. He will be out of command control, so he must roll his response number two out of the first three turns to get him into position in time. Here I will have to trust to luck. The Prince of Orange can support with his Dutch-Belgians, but they lack a bit in quality (not to underestimate the "Guard Militia"). [In the two previous playings, the Dutch-Belgian militia had shown an amazing resilience—once even routing a brigade of the French Guard (admittedly caught at a disadvantage). Hence the reference to the "Guard Militia".]

Since we are playing the short (12-turn) scenario this outing, time is on my side. The French don't have a lot of time to rout or disperse 21 of our brigades. Any setback will force them to push even harder, taking more chances, and any significant setback may not be recoverable.

After the British set-up, the French commanders huddled to discuss strategy. Napoleon decided to depart from the previous French practice, which had been a general advance along the entire front with particular emphasis in the center:

Napoleon: I will try to take out Hougomont as quickly as possible using the II Corps, III Cavalry Corps and the Guard heavy cavalry under Ney's command. I will commit the Guard artillery to the left flank under the command of Drouot, who will coordinate with Ney. The Guard infantry will remain in reserve near la Belle Alliance. I Corps, IV Corps and the Guard light cavalry under my own command will turn the English left. This will bring about a double-envelopment that will crush the Allies.

This division of forces took advantage of Ney's status as an overall wing commander, able to command any unit in the army. Virtually every French unit was in command control range of either Ney or Napoleon for the rest of the battle. Because of the historical deployment imposed by the scenario, large portions of the Allied army would start out of command control, and every turn throughout the battle the Allied players would have to roll initia-

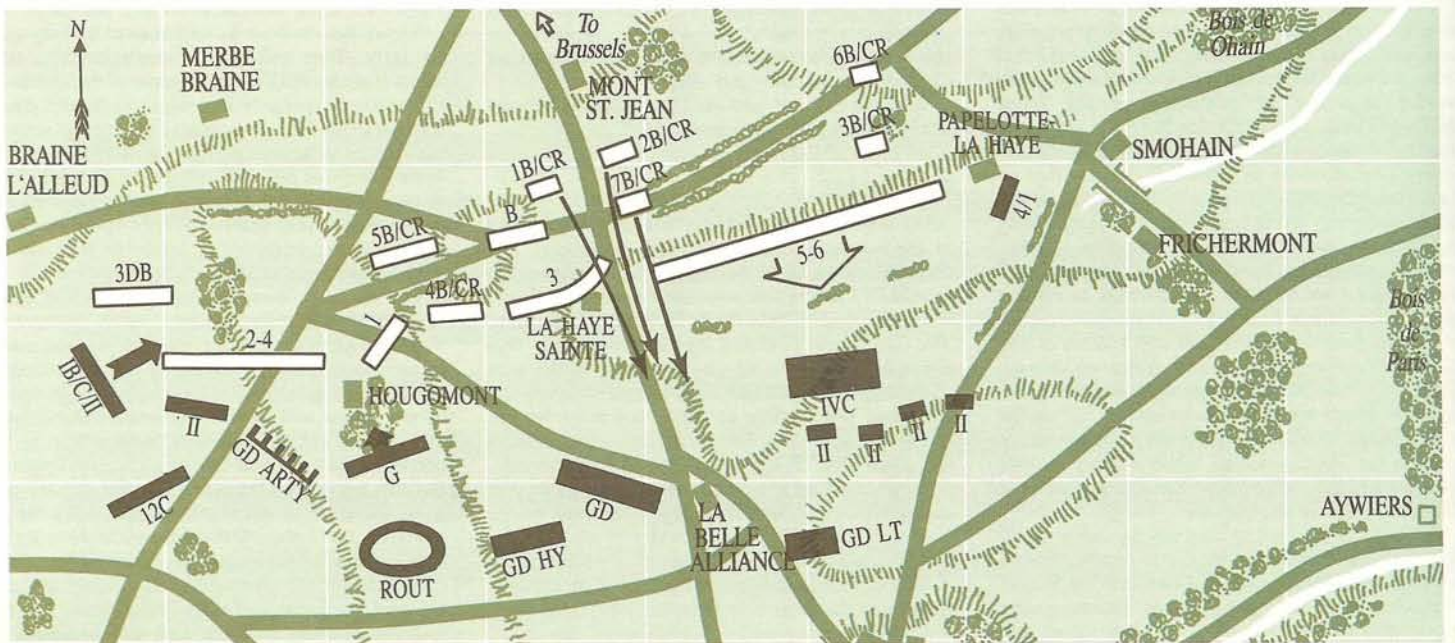
tive for a few generals. This command control problem had caused major problems for Wellington in the first two games.

1130 HOURS

On the first turn, the French began a general advance on each wing. Drouot began leading the Guard artillery grand battery towards Hougomont, while II Corps infantry closed on the chateau. The Allies countered by moving up the Dutch-Belgian cavalry division and the Brunswick division. On the Allied right, Clinton made his roll for command and also headed towards Hougomont. Uxbridge pulled in the two cavalry brigades on the far left near Papelette to a new position behind Picton's division. There was no serious combat, aside from a few potshots by artillery batteries. There were no casualties.

Wellington: The French advance along the whole front. They appear to be flanking Hougomont with II Corps. I hope Clinton takes matters into his own hands, since he will be out of command for awhile. I trust the Prince of Orange will take care of his flank, though I will send him the Dutch-Belgian

Map 2: After the Attack of I Corps



cavalry division, the independent Nassau brigade and support the center with the Brunswickers. As of yet, I see nothing coming up the center, so the 3rd Division should stay at La Haye Sainte.

Orange: The Dutch-Belgian militia and right flank will bend back to facilitate command control and solidify the flank.

No one sent any notes to their fellows at the end of the first turn. The only communication allowed to players whose personal figures are not in physical contact on the table was through written messages. Messengers move at the rate of 36" (15mm) per turn. In the course of this particular game, the friendly commanders all stayed within 36" of each other, so there was only a one-turn delay for messages.

1200 HOURS

On the second turn, the two sides got close enough for some lively exchanges of fire. Some lucky shooting by Picton's division disordered three French brigades from I Corps. On the opposite flank, Jerome's French division began exchanging fire with some of Clinton's troops west of Hougomont. Behind Ney's troops, Drouot was finding it difficult to navigate the Guard grand battery through the congestion. (In miniatures games, there is no "stacking".) Drouot needed to find room to place his nine artillery batteries. Meanwhile, Ney started the bombardment of Hougomont with the guns of the II Corps.

Wellington: Clinton is active again! I hope he is ready when I really need him as things heat up. The Guard artillery and the III Cavalry Corps appear to be heading west of Hougomont. Good! That will use up valuable time for him. The French I Corps has advanced within small-arms range. A good round of firing disorders three of the six brigades. Too bad Uxbridge needs more time to collect his cavalry; I would love to take advantage of those disordered troops, but I can't. The two Hanoverian landwehr brigades of the 5th/6th divisions form square behind the British line just in case Nappy lets loose the heavy cavalry next turn.

At this point, Napoleon begins to worry about what he is seeing over on the left flank. Messages fly:

Napoleon to Drouot—*Move Guard heavy cavalry division forward to second road on its front. Watch Allied cavalry movements to your front. Move Guard artillery around to left of Hougomont fast!*

Orange to Wellington—*I detect confusion amongst the enemy. My militia shall go into square at the slightest provocation to help keep the flank.*

1230 HOURS

Things begin to heat up all along the front as infantry and artillery trade fire. On the French extreme right flank, Durutte's division chases the Nassauers of Perponcher's division out of papelotte at the point of the bayonet. The rest of the I Corps stands fast and dresses ranks while trading fire with Picton's boys. The corps cavalry, Guard lights and IV Cavalry Corps move up in support.

On the French left wing, Ney is busy organizing the assault on Hougomont. Drouot places his command stand in direct contact with Ney so they can better coordinate the passage of the Guard artillery through Ney's lines. Ney's own guns continue to pound the British Guard in Hougomont.

Meanwhile, Wellington has Uxbridge move up his cavalry to support the line, while Orange does the same with the troops under his control behind Hougomont.

Napoleon: The Guard artillery is running into a traffic jam on the left flank. Hopefully Ney and Drouot can now straighten it out and begin to pound

The Attack of I Corps

On Turn 4, Napoleon decided it was time to launch his grand assault on Picton's thin, red line. During the Maneuver Phase, the French moved up the infantry brigades first (to prevent the British from forming square), then to contact with the cavalry.

In the Reaction step, the British in turn charged the 4th light cavalry brigade to contact the Guard light cavalry on the flank. While the British had several other cavalry brigades with react markers on them, there was no room for them on the battle line.

Using his special ability, the Wellington stand was also moved during the Reaction step and attached to the 4th Brigade of Picton's division. Under the rules, Wellington could have also been attached to Picton's 1st Brigade (a general may be attached to more than one combat unit at the same time), but the British player did not take advantage of the option, wishing to minimize the danger of losing Wellington in the case of defeat.

Fire Phase: (Figure 1)

The 1D/2DB/1A, made up of Dutch-Belgian militia, opened the firing with a shot at the French light infantry of 1B/2/I. The modifier for Dutch-Belgian militia is "-3"; no other modifiers applied. A "6", modified to "3", was rolled by the British; a "9" by the French. Because the defense roll was higher than the modified attack roll, there was no effect.

The British 6# battery attached to the 2B/5-6 then fired on 1B/2/I. The die roll modifier for being British 6#s is "+2", but a "-2" (firing unit not protected versus attacking cavalry) cancelled that. No others applied. The British rolled a "5", while the French had a "4". Because the British result was higher than the French, but not double it, the 1B/2/I took one hit. As it requires two hits to disorder French light infantry, there was no other effect.

The 2B/5-6 now fired on 1B/13C/IVC. British line infantry firing ("+1"), not protected against cavalry ("-2"), so a total modifier of "-1". Wellington rolled a "10" (modified to a "9") and Napoleon a "6". One hit on the cavalry, again not enough to cause disorder.

The 9# guns (A/5-6) attached to 4B/5-6 fired on 2B/3/I. British 9# fire with a "+2" modifier, with a "-2" for being unprotected against attacking cavalry. The British result was a "10" on the die; and the French rolled an "8", taking one hit.

The 4B/5-6 infantry fired on 1B/14C/IVC. British modifier of "-1" (by now, readers should know why this value). Wellington rolled a "10", modified to "9"; Napoleon an unmodified "9". Because the fire roll did not exceed the French roll, there was no effect. Wellington now decided to use a re-roll chit to attempt to disrupt at least part of the French attack. (The re-roll optional rule lets a player re-roll the dice once at the cost of surrendering one of a finite number of chits.) The second time, Wellington ended with a "1" and Napoleon with a "10". No effect again!

Last on the firing line was 1B/5-6, firing on 1B/1/I. British line "+1", so a British roll of "1" modified to "2". A French roll of "8". Wellington surrendered another re-roll chit to try again. Things seemed better with a British roll of "7", modified to "8", until Napoleon countered with a die roll of "9".

Table 1: British Fire Phase

Attacker	DRM	DR	Defender	DRM	DR	Result
2/DB	-3	6	1B/2/I	0	9	NE
Br #6	0	5	1B/2/I	0	4	1 hit
2B/5-6	-1	10	1B/13C/IVC	0	6	1 hit
A/5-6	0	10	2B/3/I	0	8	1 hit
4B/5-6	-1	10	1B/14C/IVC	0	9	NE
reroll	-1	2	1B/14C/IVC	0	10	NE
1B/5-6	+1	1	1B/1/I	0	8	NE
reroll	+1	7	1B/1/I	0	9	NE
AVERAGE		6.38			7.88	

Now it was the turn of the French to fire. Napoleon opened with the 1B/2/I. French light infantry gets "+1" modifier, plus another "+1" for having six bases—a total modifier of "+2". Napoleon rolled a "4"; Wellington a "9", avoiding any casualties. The 1B/3/I fired next; no modifiers affected the French roll of "3" or the British roll of "7". Again, no effect.

The 2B/3/I fired upon the 4B/5-6. Because the French unit had only three bases, its fire was modified by "-1". Still, a "10", modified down to "9", was double the opposing roll of "4". The Dutch-Belgians would take two hits. However, Wellington balked at having the unit he was attached to go into disorder, so he spent another re-roll chit hoping for a better result. The second French roll was "7", the British roll a meager "2", so Wellington had to accept the two casualties and a disordered brigade around him.

Napoleon hoped that another good roll would rout the 4B/5-6, but he was to be disappointed. The 2B/1/I result was a "5", with no modifiers. The British also rolled a "5", so there was no effect. Napoleon elected not to spend a re-roll on what appeared to be a certain victory.

The 1B/1/I fired last, rolling an unmodified "6" against the 1B/5-6 roll of "2"—two hits. Again Wellington tried to reverse fate with a precious re-roll, and again it failed (Napoleon—"10"; Wellington—"3"). The Allies would face the crucial Combat Phase with three of the brigades at the point of the assault disordered.

Table 2: French Fire Phase

Attacker	DRM	DR	Defender	DRM	DR	Result
1B/2/I	0	6	2B/5-6	0	9	NE
1B/3/I	0	3	2B/5-6	0	7	NE
2B/3/I	-1	10	4B/5-6	0	4	2 hits
reroll	-1	7	4B/5-6	0	2	2 hits
2B/1/I	0	5	4B/5-6	0	5	NE
1B/1/I	0	6	1B/5-6	0	2	2 hits
reroll	0	10	1B/5-6	0	3	2 hits
AVERAGE		6.71			4.57	

the English. The good news is that I Corps has taken Papelotte and the infantry is not disordered. We should be able to attack the English with some success this coming turn, although their shooting has been accurate. I plan a combined arms attack with cavalry and infantry along the English line. By moving the infantry up first, I can prevent them from forming square when the cavalry charges. *[Under the rules, a unit cannot change formation if it is within one inch of an enemy unit.]*

Wellington: Clinton is active again! He is now in position to support any assault against Hougomont, and is putting out enough fire to keep two French brigades disordered. Well done! The Guard grand battery is definitely heading west of Hougomont, but it is still out of position to do us any damage. Whew!

But Papelotte has fallen, with the Nassau brigade routed out of the town. Our line east of La Haye Sainte is solid, with squares backing it up. Uxbridge is ready to react with some of his cavalry (if there is any space for him to fit). I expect a major French assault at 1300 by the French I Corps. I still have a lot of cavalry and all of the artillery reserve to plug any holes. The center is still quiet, so Picton's command will hold on one more turn, then retire 100 paces if the attack doesn't come as next turn anticipated.

Orange: The French infantry line on my flank is disordered and quickly disintegrating, although a retreat will be in order next turn due to the Guard artillery. A possible cavalry charge from the French is also in the works.

Ney to Napoleon—Movement to Hougomont is slower than anticipated. Will not fall soon.

Drouot to Napoleon—Finally in position; we shall light up Hougomont and the British light infantry with little problem.

Orange to Wellington—Sir, have you consolidated our cavalry yet? There is heavy cavalry massing in my area. If the grand battery concentrates on Hougomont, I shall abandon the position in favor of saving my troops.

1300 HOURS

On the right flank, Napoleon sends in I Corps, IV Cavalry Corps and the Guard light cavalry in a grand charge against Picton (see sidebar for details). While the battle rages between Papelotte

Combat Phase: (Figure 2)

Napoleon, as the phasing player, decides to resolve the combat on the right flank first. Here he had the 1B/2/I, 1B/3/I and 1B/13C/IVC attacking the 2B/5-6 and an attached battery of British 6-pounders. Napoleon had forgotten, when he set up the attack, that the "modifying unit" for resolving the resultant die roll for a combat is always the largest one. Therefore, the modifying unit for this combat was *not* the four-base cavalry unit he had intended, but the six-base 1B/2/I. The modifiers were: French light infantry in column: "-1"; attached General Delort, "+1"; 14 bases against five for a 100% numerical advantage, "+1"—total French modifier of "+1". On the British side, the only modifier that applied was for "infantry vs. other"—"-3". (If the light infantry had not attacked, the French would have lost the "+1" for numerical advantage, but gained "+5" for "cavalry vs. other" instead of the "-1" for light infantry in column; the morale: "More is not always better.") Napoleon rolled a "3" (modified to "4") and Wellington an "8" (modified to "5"). In combats, the difference between the modified die rolls is translated into the number of hits on the loser, so 1B/2/I (the French modifying unit) took one hit. Because the enemy was *not* routed or eliminated, the French cavalry "bounced" (along with the attached Delort) to the rear, becoming disordered.

This non-resolution caused the melee to go another round. Because of the loss of numerical advantage and of General Delort, the net French modifier was now "0". As the French cavalry had left the fight, the British infantry was no longer "vs. other", but now a "+3" for being in line formation. Napoleon rolled a "2" and Wellington a "3" (modified to "7"). No matter how much a combat is lost by, a unit can never lose more than its rout value. The rout number for French light infantry is "4". As one hit had been taken in the first round of the melee, an additional three hits were to be applied.

Napoleon decided to use a re-roll in an attempt to salvage the attack. He rolled a "6", and Wellington a "9" (modified to the maximum allowed of "10"). The three hits stood, and the 1B/2/I routed away!

This left 1B/3/I alone to face the awesome power of British infantry in line. Without numbers in their favor, the French modifier is now "-1", while the British modifier remains "+3". Both sides roll a "2", modified to a British "5" and a French "1". The French 1B/3/I is routed, thus ending this combat. The steadfast British 2B/5-6 takes one hit for routing the enemy and winning the combat.

Next, Napoleon went after the Duke himself. The 1B/14C/IVC, 2B/1/I and 2B/3/I attacked the disordered 4B/5-6 with a battery of 9# guns and Wellington attached. For the French, the modifying unit was the cavalry brigade (if two units are tied as largest in terms of bases, the owning player decides which to use). The French modifier was "+5" for heavy cavalry "vs. other" (because the British were in line, not square). Napoleon was one base short of getting that "+1" for numerical advantage, though. The British modifiers were: line infantry "vs. other", "-3"; Wellington, "+3"; disorderd, "-3". The first result was a French roll of "5" (modified to "10") and a British roll of "1" (which couldn't get any worse, under the rules). The Iron Duke requested a re-roll. The second time around, the French had a "7" (roll of "2" + 5) and the English a "4" ("7"-3), putting three hits on the 4B/5-6.

But the result actually represented a British victory, of sorts. Because they did not rout away (which would have required five hits), the French cavalry "bounced" off in disorder. Napoleon could not call for a re-roll since Wellington had already forced a revision to this combat (only one re-roll is allowed per combat round). Now the modifying (largest) unit for the French became the 2B/1/I. Sole French modifier was "-1" (French line in column). The British enjoyed a "+3" (infantry in column, Wellington and disordered). Our Napoleon rolled a "7"; Wellington a "9". The French demanded a re-roll this time, but fared worse—a "4" pitted against another British roll of "9". The French 2B/1/I infantry took four hits and routed away.

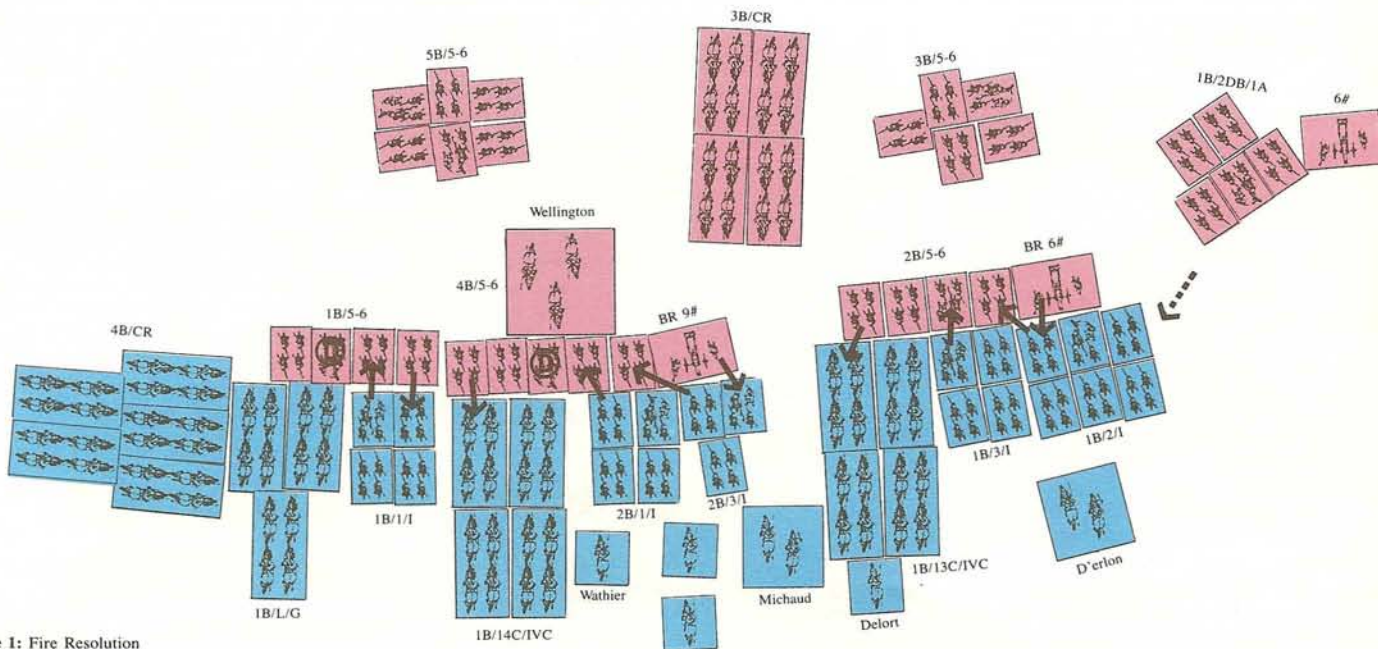


Figure 1: Fire Resolution

Only the 2B/3/I remained of the original attackers for a third round of combat. The French net modifier remained a “-1”; but the British now have six bases facing three, so the British modifier increases to “+4”. A French roll of “5” (modified to “4”) and a British roll of “6” (modified to “10”) brought the expected results. The French unit is routed, and the stalwart British 4B/5-6 takes one hit for winning the combat.

A disgusted Napoleon moved on to the next fight. The 1B/1/I, with a modifier of “-1”, attacked the 1B/5-6 which had modifiers for infantry in line (“+3”) and disorder (“-3”), or “0”. The first set of rolls—French “4” and British “2”—left one hit on the British. This brought a second round of melee with the same modifiers. This time the French rolled a “3” while the British rolled a “5”. This caused three hits on the French, disordering it (a “-3” combat modifier, remember). So, modifiers for the third round were “-4” for the French and still “0” for the British. Napoleon’s “5” became a “1”. The British “5” put a fourth hit on the French, who ran away. Napoleon elected not to re-roll in this lost cause.

Last, but not least (since there was the possibility of a cavalry breakthrough), was the combat between the Guard light cavalry (at “+1”) and the KGL (at “-1”), both in column formation. Napoleon had a glazed look on his face when the Guard cavalry got a “2” and the KGL got a “8”. The Guard cavalry routed away with four hits.

So ended the grand assault by the French I Corps.

Table 3: Combat Phase

Round	Attacker	DRM	DR	Defender	DRM	DR
#1	1B/2/I, 1B/3/I, and 1B/13C/IVC	+1	3	2B/5-6 and 6# Art	-3	8
#2	1B/2/I and 1B/3/I	0	2	2B/5-6 and 6# Art	+3	4
reroll	1B/2/I and 1B/3/I	0	6	2B/5-6 and 6# Art	+3	9
#3	1B/3/I	-1	2	2B/5-6 and 6# Art	+3	2
#1	2B/1/I, 2B/3/I, and 1B/14C/IVC	+5	5	4B/5-6 and 9# Art	-3	1
reroll	2B/1/I, 2B/3/I, and 1B/14C/IVC	+5	2	4B/5-6 and 9# Art	-3	7
#2	2B/1/I and 2B/3/I	-1	7	4B/5-6 and 9# Art	+3	9
reroll	2B/1/I and 2B/3/I	-1	4	4B/5-6 and 9# Art	+3	9
#3	2B/3/I	-1	5	4B/5-6 and 9# Art	+4	6
#1	1B/1/I	-1	4	1B/5-6	0	2
#2	1B/1/I	-1	3	1B/5-6	0	5
#3	1B/1/I	-4	5	1B/5-6	0	5
#1	Gd Light Cav	+1	3	KGL	-1	8
AVERAGE			3.92			5.77

and La Haye Sainte, Ney starts his troops forward towards Orange. The shattered remnants of the British Guard infantry pull out of Hougomont to be replaced by Kruse’s Nassau brigade. The Nassauers walk into a maelstrom of fire from the newly deployed Guard grand battery. In the face of this, they immediately rout. Unfortunately for Ney, he has a shortage of infantry to take advantage of this development because Jerome’s division has been decimated by the accurate fire of Clinton’s light troops. On the east side of Hougomont, Bachelu and Foy move up.

Wellington: Clinton is active yet again! I must remember to promote him if we both survive this battle. Part of the Guard grand battery has deployed at last, part was silenced by Clinton’s guns. West of Hougomont is getting very hot. I hope the Prince can convince his Dutch cavalry to help out. Hougomont is blasted by the French artillery, and the Nassauers rout. Clinton, amazingly still leading his battered troops, has to fall back, losing his battery and a second brigade routed from French artillery fire (the first brigade is dispersed).

Here comes the French I Corps, and the heavy cavalry of Milhaud! With some second thoughts, I put the Wellington figure into the fray, attaching to the 4th brigade. The whole of Picton’s command is under assault, and Uxbridge can only get one unit into the action, reacting to intercept the French Guard light cavalry. The line wavers and does minimal fire damage, while two of my brigades are disordered in turn by French return fire. Three of my rerolls are used (wasted) in a vain attempt to reverse the effects of the firefight. From Uxbridge’s position, it appears that Wellington will be overrun.

But wait! One French attack is repulsed . . . then another. A reroll by Wellington himself, and suddenly the entire French line has been beaten! Amazing luck for the British. Napoleon set up his attacks well, using combined infantry and cavalry; but with no routs in the first round of combat, his cavalry “bounce” out of contact, leaving French infantry columns facing British lines. I could not have been luckier. God is an Englishman!

Napoleon to Drouot—*If all guns will not bear on Hougomont, destroy the English infantry instead. They only have a few units on that flank.*

Napoleon to Ney—*Shift one brigade to left of Hougomont. You will need infantry to protect the guns.*

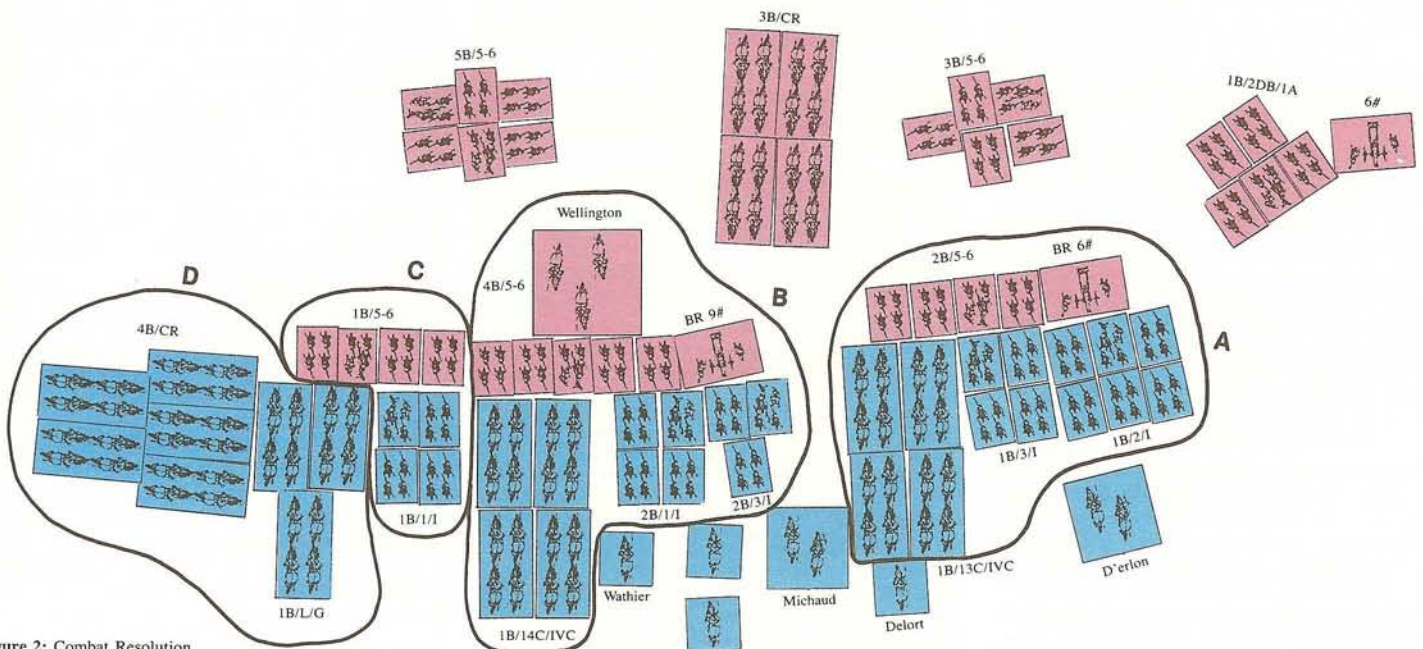


Figure 2: Combat Resolution

1330 HOURS

With I Corps repulsed, Napoleon's hopes of a decisive victory seem shattered. Napoleon and his generals spend the turn trying to rally their men and rebuild some semblance of a line. The collapse of the I Corps and the failure of II Corps to make any compensating headway has brought grim looks to the faces of the French high command.

Wellington also rearranges his front, though he takes advantage of the French disorder to make off with some guns and bring up his own disordered units.

Around Hougomont, Ney and Orange engage in a fencing match of thrust and counterthrust, charge and countercharge that leave neither side with a clear advantage. The "Guard Militia" of Chasse's division comes through again, forming square in the face of a potential breakthrough by Pires' cavalry division from II Corps and causing a "bounce". (In *NAPOLEON'S BATTLES*, if a cavalry unit fails to win the first round of a melee combat, it must move back. A cavalry unit that wins a melee can continue attacking other units so long as it maintains "control". It is thus possible for a single cavalry unit to roll up an entire flank if used judiciously and with luck.)

Wellington: With the figure attached still to the 4th brigade, I must roll for all commanders, and have exceptional luck with the command response rolls—only failing with Picton. Between my disordered units dressing ranks and the French routing away, it is a quiet turn east of La Haye Sainte.

Uxbridge sends forward the 4th brigade to take on the I Corps guns, but the cavalry are intercepted and routed. Picton's first brigade forms square to repulse the reckless French charge by a second brigade of French Guard light cavalry. Meanwhile, Uxbridge's 7th brigade destroys the French batteries.

In the center near Hougomont, the Brunswick light brigade is routed and the gunners overrun by French horse before the enemy is driven off by the Brunswick infantry in square. The Brunswick horse rout two French infantry brigades in riposte. The French resolve begins to waver. Uxbridge and the artillery reserve is moved forward to prepare for the advance. Wellington waves his hat, and the troops surge forward . . .

ENDGAME

At the beginning of Turn 6, the French agreed to "throw in the towel" (since our purposes for this piece had been served we felt). With Wellington ready to advance against the still rallying elements of I Corps, it seemed unlikely that the French could get anywhere near the 21 routed/dispersed units needed. Indeed, it appeared more likely that most of I Corps would itself be destroyed. A couple of final thoughts from our cast:

Napoleon: I feel that the scenario should allow the French Guard artillery to be split between heavy and light guns. As it is now, you are forced to make a grand battery out of them. I would have preferred to use half the guns to support the I Corps attack.

Looking back on it, I don't think trying an envelopment was the correct strategy in the short scenario. There isn't time for a flank attack to develop properly. But I was very disappointed with the attack of the I Corps. I should have won at least a couple of those battles. If even two had been successful, the game would have been in the balance and would have continued.

Orange: I don't think Hougomont is as critical as it is made out to be in the victory conditions. Even in a long game, the 100 points can be made up by skillful maneuver. Trying to hold it is not a good idea, especially when opposed by 13 batteries of artillery (including the Guard).

The failure of the French attack I chalk up to luck. Some parts should have been successful. The Allies

must be extremely aggressive on the defensive, lashing out whenever possible.

CONCLUSION

In retrospect, as a "neutral observer", it strikes me that Mark's decision to move the Guard artillery over to the left flank was probably a mistake, because it prevented them from firing for several turns in a scenario that was a mere 12 turns long. As it turned out, the II Corps artillery was able to clear Hougomont with only minimal help from the guns of the Guard. Mark should also have pressed forward in the center to force Peter to make a choice as to where to send Wellington. An awkward command situation is the greatest weakness of the Allies.

The failure of the I Corps attack was due partly to pure luck, though retaining a reserve might have mitigated some of the problem. The addition of the light infantry brigade on the right flank actually weakened the attack as we have seen. Keeping that unit back would have shored up the line in the event of disaster.

The luck of the die swung dramatically between the players in the course of the I Corps action on the fourth turn. The French had an advantage of 1.5 pips while defending against the British fire, getting away with only three casualties and no units disrupted. They did even better in their own Fire Phase. Over a 2.0 advantage on the die rolls allowed them to disorder two of the three defending British infantry brigades. But what goes around . . . The British turned the tables on the French with a vengeance. In the Combat Phase, Wellington enjoyed a 1.5 edge himself.

I would hope that the above brief report, and the extensive look at one sequence of tactical actions, has whetted your appetite for *NAPOLEON'S BATTLES*. We really enjoyed the entire experience of Waterloo. Our next project: Borodino!



SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 167

Total Responses: 627

Rank	Title	Pub	Rank Times		
			Last Time	On List	Freq. Ratio
1.	Advanced SL	AH	1	26	6.3
2.	MBT	AH	2	3	2.4
3.	Squad Leader	AH	18	55	2.2
4.	Up Front	AH	5	13	2.1
5.	Diplomacy	AH	6	27	2.0
6.	Third Reich	AH	3	6	1.9
7.	Tac Air	AH	4	2	1.8
8.	Siege of Jerusalem	AH	11	2	1.7
9.	Civilization	AH	9	6	1.6
10.	Panzer Leader	AH	—	1	1.5
11.	Russian Front	AH	—	1	1.5
12.	1830	AH	—	1	1.4
13.	Merchant of Venus	AH	17	2	1.4
14.	Patton's Best	AH	—	1	1.3
15.	Empires in Arms	AH	—	1	1.2
16.	Flight Leader	AH	13	2	1.1
17.	Kremlin	AH	—	1	1.1
18.	TP: Stalingrad	AH	7	7	1.1
19.	PanzerBlitz	AH	—	1	1.0
20.	Titan	AH	—	1	1.0

Looking over the above list, once again it is noteworthy that so many games covered in these pages make the list, and vice-versa. All five titles featured up to this point in Vol. 26 are here. And articles on the likes of *TITAN*, *KREMLIN*, *CIVILIZATION*, and most the others here have appeared recently in the *GENERAL*. The pieces on *1830* and *EMPIRES IN ARMS* in this issue were selected with an eye towards their popularity. Indeed, of this installment's top 20 "So That's What You've Been Playing", only *PANZER LEADER* and *PATTON'S BEST* haven't been touched upon this volume year past, something I hope to correct during the next.

CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information of interest to our readership such as tournaments or events utilizing The Avalon Hill Game Company's games is solicited and will be printed if made available.

The Avalon Hill Game Company does not necessarily attend or endorse these gatherings, nor do we guarantee that events using The Avalon Hill Game Company's games will be held. Readers are urged to contact the listed sources for further information before making plans to attend.

APRIL 5-7

POINTCON XIV, West Point, New York
 Contact: CDT David J. Morgan, West Point Wargames Committee, P.O. Box 3857 Co. C-1, West Point, NY 10997

Note: The Academy's annual convention, encompassing all forms of wargaming.

APRIL 6-7

WINDS OF WAR '91, Greensboro, North Carolina
 Contact: Raymond Woloszyn, 7162 Matlewood Drive, Kernersville, NC 27284. (919) 996-5677.
 Note: Third annual ASL tournament, with the theme "Barbarossa '41" this year.

APRIL 19-21

PENTECON 1991, Ithaca, New York
 Contact: Jonathan Foreman, PenteCon, c/o Peace Studies Program, 180 Uris Hall, Cornell University, Ithaca, NY 14853. (607) 272-1339.
 Note: Among a variety of events, tournaments in *CIV* and *ASL*.

APRIL 19-21

CAPCON XIV, Columbus, Ohio
 Contact: Jill Moody, OSUMGA, Box 21 the Ohio Union, 1739 North High Street, Columbus, OH 43210. (614) 267-2649.
 Note: Tournaments in *RB*, *DIP*, *CIV* and *SL*—among others—are anticipated.

APRIL 19-21

GAME FAIRE '91, Spokane, Washington
 Contact: Mike Lane, Merlyn's, North 1 Browne, Spokane, WA 99201. (509) 624-0957.

APRIL 20

LAGACON-10, Lebanon, Pennsylvania
 Contact: Keith Roth, Lebanon Area Gamers, 806 Cumberland Street, Lebanon, PA 17402. (717) 274-8706.
 Note: Among other events in this one-day affair, *ASL* is featured.

MAY 17-18

SPRING FEVER, Dartmouth, Massachusetts
 Contact: Seth Owen, Southeastern Massachusetts Gamers, 62 Howland Road, Fairhaven, MA 02719. (508) 999-6118.
 Note: Featuring both board and miniatures historical games.

MAY 17-18

CON-WEST III, Albuquerque, New Mexico
 Contact: H. Mortimer, Wargamer's Guild, Box 48, SUB, University of New Mexico, Albuquerque, NM 87131. (505) 277-3083.
 Note: Events include tournaments in *ASL*, *UP FRONT* and *DIP* as well as open gaming.

MAY 24-27

GAMECAUCUS II, Oakland, California
 Contact: Mike Wilson, P.O. Box 4867, Walnut Creek, CA 94596.
 Note: A wide variety of events, including tournaments in *ASL*, *MBT*, *TAC*, *AIR*, *DIP* and *UF*.

MAY 25

CALIFORNIA UP FRONT STATE CHAMPIONSHIP, Concord, California
 Contact: Pat Cook, 355 Parkview Terrace #H-5, Vallejo, CA 94589. (707) 552-8538.
 Note: The name says it all.

THREE DAYS IN JUNE

Bijlandt's Brigade and the Campaign of 1815

By David Meyler

That the British commanders were paranoid about their Dutch allies in 1815 is, perhaps, understandable. Having been under French domination since 1795, and direct rule from 1810, the army of the newly-constituted Kingdom of the Netherlands inspired little confidence in those who had fought Napoleon through that same period. It was a logical conclusion that politically unreliable troops were also militarily unreliable. This impression has been reinforced in Captain W. Siborne's seminal account of the Hundred Days campaign, which appeared in 1844, and which has been uncritically carried over by later historians. But what does the result of the battlefield actually show? This article, looking in detail at Bijlandt's Brigade at Quatre Bras and Waterloo, will attempt to show the Netherlands Army of 1815 in a new light.

The great irony of this is that throughout the Napoleonic Wars, it was the French who had the most right to suspect their Dutch allies. Relations between the French and the Dutch were never easy. The Dutch revolutionaries, the "Patriots", were not just carbon-copies of their French counterparts. They owed more to the humanist tradition of Erasmus than to the theoretical meanderings of Rousseau. To the growing frustration of succeeding French administrations, the Dutch never proved to be a mere proxy for French policy.

During Napoleon's rule, various Dutch governments had to tread a very careful path. Aside from the Emperor's frustration with Dutch party politics, there were three main irritants for him: the Dutch refused to implement national conscription (political suicide for the party in power); they refused to repudiate their national debt (economic suicide as the Amsterdam money market remained one of the few underpinnings of the Dutch economy); and, most serious, the Dutch refused to actively participate in the Continental System.

In 1806, Napoleon made his younger brother Louis monarch of the newly-crafted Kingdom of Holland, expecting that this would give him a pliant puppet state. Instead, true to Bonaparte character, Louis took his role seriously and, to the surprise of almost everyone, provided an able administration and protected Dutch interests more than the Dutch themselves could have done. But, by 1809, the end of Dutch independence was in sight. Napoleon's demands for troops and money for his wars could not be put off indefinitely. Finally, in 1810, after 15 years of staving off what was inevitable, the independence of the Netherlands was snuffed out. Louis was "asked" to abdicate, and direct French rule was imposed.

Conscription was instituted and the ban on trade with England rigorously enforced. Sporadic rioting broke out, some of it on a serious scale. Low-level guerrilla activity began. By 1812, it was not safe for the French customs officers and troops to be out after dark. The French debacle in Russia removed any lingering confidence in the Napoleonic regime. When the allied armies approached the Netherlands in 1813, French rule collapsed like a house of cards. Radical democrat and conservative alike could finally agree on one thing: Napoleon had to go. The French occupation of four years had created a single national will, something the previous 30 years of internal politics had failed to achieve.

In 1813, William, Prince of Orange (son of the William exiled in 1795, and deceased in 1806), returned and became King William I of a newly

reconstituted kingdom, including the former Austrian province (Belgium) as well as the northern provinces. He attempted to rebuild an army along the British model, but in the emergency of 1815 had to resort to conscription. Only about one-fifth of his troops had seen previous military action, but his officer corps was both experienced and competent.

While those who had lost positions of privilege with the fall of Napoleon may have welcomed news of the Emperor's return, most Dutch-Belgians were cynical. Their growing nationalism was hardly compatible with a renewed French empire on the continent. Dutch troops in 1815 generally evidenced a strong patriotic spirit, viewing the French as hostile invaders; the Belgian troops can best be characterized as politically indifferent (having now served a succession of foreign administrations over the previous three decades, this was hardly surprising).

In spite of Wellington's misgivings about his allies, Dutch units were the first that made contact with the advancing enemy. While Wellington expected Napoleon to attack his right flank, and thus had concentrated his forces to the west, the French in fact struck at what amounted to the British left flank. Here, on the road to Brussels, near Quatre Bras was Perponcher's division, composed of Goedecke's Nassau brigade (Saxe-Weimar took command on 16 June) and Bijlandt's brigade of Dutch and Belgians.

The force had been ordered to move west to Nivelles, but Perponcher ignored the order as forward elements of his command had already contacted the French vanguard on 15 June. This turned out to be the entire French II Corps under General Reille, and an early disaster for the allies had been narrowly averted. It was Napoleon's intent to split the Anglo-Allied and Prussian armies apart; a move to Nivelles by Perponcher at this point would have accomplished that very neatly without any fighting at all.

The situation for Perponcher was far from secure, though. It would take some hours for reinforcements to reach his solitary division (even this was not yet at full strength), and for the time being he was on his own. Nassau outposts at Frasnes were driven off on 15 June, but resistance (notably from Stevenart's Belgian foot battery) had been strong enough to make the French cautious. Only by late evening on 16 June was II Corps ready to attack; the controversial battle of Quatre Bras was about to begin.

Traditionally, British accounts of the battle, based on Siborne, begin around three o'clock when Wellington arrived on the field of battle. (Precise times during this action are impossible to determine.) As the first British reinforcements were moved up at this point, all they saw were Dutch and Nassau units falling back, some in disorder.

The battle, however, had already been under way for perhaps 90 minutes, possibly as long as two hours. Perponcher had concentrated his forces in and along the woods of Bossu and the adjacent high ground on the right of his position. The five Nassau battalions were placed in dispersed order in Bossu itself. Of Bijlandt's brigade, the 5th Militia battalion—tough farm lads from the Dutch province of Gelderland—occupied the key position of Gemioncourt farm, which covered the road to Brussels. The 7th Line battalion (Belgian) and 8th Militia (Dutch) were in reserve in Quatre Bras itself, while the 7th Militia was still enroute to the battlefield (and would

not arrive in time to take part).

To cover the left flank, the Dutch 27th Jaeger battalion (a strong unit with 800 men) was placed in a very dispersed line over 1500 yards long, supported in place by the guns of Stevenart's battery and Bijfeld's horse artillery battery. Unfortunately for Perponcher, the French put the weight of their attack on this flank. The thin line of jaegers was soon forced back by the clouds of French skirmishers preceding the cautious but steady advance of Foy's and Bachelu's divisions. Bijleveld successfully evacuated his guns back to Gemioncourt, while Stevenart attempted to move back to Bossu Wood. Stevenart, however, was killed and the men panicked and fled all the way back to Quatre Bras.

The 5th Militia now moved past Gemioncourt in line, but French fire soon forced it to move back behind the farm. As the Dutch battalion moved back, the 5th and 6th Lancer Regiments of Pire's Light Cavalry Division saw their chance to carry the field and charged. The 27th Jaegers were scattered, and several dozen men were ridden down or speared. But the 5th Militia formed square smartly and beat off several attacks, although taking heavy losses from the French artillery. Sheltering in the woods, Bijleveld's battery opened fire in support. Meanwhile, the 7th Line had moved down to cover the gap between the farm and the woods.

William of Orange, 22-year-old son of King William and commander of the I Corps, much liked by his troops, led the 5th in a spirited charge, ratak-ing the farm and once again moving south. Stevenart's had by now been rallied, and they moved up in support. Pire's French cavalry charged again and took the Dutch in the flank. The militiamen were this time disrupted and driven back, William himself narrowly escaping. But the timely intervention of the 7th Line, which moved out of the shelter of the woods and drove off the lancers with some volleys of musket fire, salvaged the situation. But again, Gemioncourt was lost and the Dutch-Belgian line pushed back towards Quatre Bras.

Meanwhile, in Bossu woods a confused fight had been raging between the Nassau battalions and the regiments of Jerome's division. Although some British accounts claim the Nassau troops were routed, no reports from first-hand participants are extant. Suffice to say, the three battalions of the 2nd Nassau bore the brunt of the fight outnumbered four-to-one and were slowly pushed back through the heavy growth.

At this point, now about three o'clock, Wellington arrived. Van Merlen's (or *Merlin* in the game) 2nd Light Cavalry Brigade also arrived, but exhausted after its nine-hour trot. The allied line was under severe pressure still. Pire's lancers charged the battered 5th Militia yet again but still could not break them, while the 7th Line moved back into the woods for protection. Van Merlen sent in his 6th Hussar Regiment, a recently raised Dutch formation, despite their obvious fatigue. The lancers counter-charged and the hussars were scattered, fleeing all the way back to Quatre Bras. (And almost trampling down Wellington in the process!)

Stevenart's unlucky battery was overrun by the lancers during this action yet again (by the end of the battle, the unit would have lost 100 of its 119 men). The gunners of Gey's section of horse artillery, riding in support of van Merlen, made an impromptu charge against some of the French lancers attempting to make off with the guns and recaptured them—a most unusual "cavalry" action.

MEYLER'S REVISED LOW COUNTRIES INFORMATION CHART

UNIT TYPE	COMBAT MODS				DRD / RTR NO.	RSP / DSP b	FIRE / MODS 1	MOVEMENT c			MOVE MODS			POINTS					
	COL or LIM	LIN or ULM	SQ VS CV	a VS OT				COL or LIM	LIN or ULM	MCH COL	RGR or SQ	BCK or SID	CG FM d	3	4a	5	6	7	
HOLLAND	GHC Guard Heavy Cav. (06-10)	+2g	+3g	—	+6	2/4	6/B	—	13"	12"	21"	4/1	3/1	5"	12	16	20	—	—
	GLC Guard Light Cav. (06-10)	-1g	+1g	—	+4	2/3	6/C	—	15"	14"	24"	3/1	2/1	6"	11	15	18	—	—
	HC Heavy Cavalry (92-10)	+1g	+2g	—	+5	2/4	5/C	—	13"	12"	20"	4/1	3/1	6"	11	15	19	—	—
	LC Light Cavalry (92-10) h	-2g	0g	—	+3	2/3	5/C	—	15"	14"	24"	3/1	3/1	7"	10	13	16	—	—
	GD/GN Guard/Gren. Inf. (06-10) j3	0	+3	+8	-3	3/5	5/B	4"/0	11"	4"	18"	2/1	3/2	1"	—	21	27	32	37
	LN Line Infantry (92-95) y	-5	+1	+5	-6	2/3	4/D	2"/-3	5"	2"	15"	3/1	3/1	2"	—	7	8	10	12
	* LN Line Infantry (96-05)	-2	+1	+6	-5	2/3	4/C	4"/-1	10"	2"	15"	2/1	2/1	2"	—	11	13	16	19
	* LN Line Infantry (06-10)	-1	+2	+7	-4	2/4	5/C	4"/0	10"	3"	16"	2/1	2/1	2"	—	13	17	20	24
	* LEG Legion Infantry (94-95)	-2	+1	+6	-5	2/4	5/C	4"/0	10"	1"	18"	3/1	3/1	1"	—	12	15	17	20
	* LEG Legion Infantry (96-10)	-2	+1	+6	-5	2/3	4/D	4"/-1	10"	2"	15"	2/1	2/1	2"	—	10	13	15	18
* LT/JG Lt./Jager Inf. (95-10)	0	+3	+8	-4	2/4	5/C	5"/+1	12"	3"	18"	3/2	3/2	1"	—	15	19	23	26	
4# 4# Horse Artillery (92-10) p	-5g	-3g	f	f	k	5/-	8"/0	11"	4"	21"	4/1	1/1	3"	—	9	—	—	—	
DUTCH-BELGIAN	* HC Heavy Cavalry (14-15)	+1g	+2g	—	+5	2/4	5/C	—	13"	12"	20"	4/1	3/1	6"	11	15	19	—	—
	* LC Light Cavalry (14-15) h	-2g	0g	—	+3	2/3	4/D	—	15"	14"	24"	3/1	3/1	7"	9	12	16	—	—
	* LEG/LN Line Infantry (14-15)	-2	+1	+6	-5	2/4	5/C	4"/0	10"	2"	16"	2/1	2/1	2"	—	12	15	18	21
	* JG Jager Infantry (14-15) s	-2	+1	+6	-5	2/4	5/C	5"/+1	12"	3"	18"	3/2	3/2	1"	—	13	16	20	23
	* GSN/MI Militia Inf. (14-15)	-3	-2	+4	-5	1/3	3/E	3"/-1	8"	1"	15"	4/1	3/1	1"	—	6	8	9	11
* 6# 6# Horse Artillery p	-5g	-3g	f	f	k	5/-	9"/0	11"	4"	21"	4/1	1/1	3"	—	9	—	—	—	

* New or re-rated units.

With the hussars scattered, van Merlen himself charged with the 5th Light Dragoons, a veteran Belgian unit. These men had fought under the French, but in 1814 had voted to join the Austrian army as part of the anti-French Belgian Legion. Although his former comrades called on him to desert, Van Merlen refused and a bitter hand-to-hand fight resulted in the middle of the field. Political considerations aside, one should not discount military pride; to desert was hardly honorable and regimental loyalty was certainly not limited to the English. (The only major desertion to occur during the campaign was the defection of the commander and staff of the French 14th Division to the Prussians.) The Belgian dragoons were forced to fall back, but the lancers had been distracted for the moment. Moving back towards Quatre Bras, the Belgian horse were then mistakenly fired upon by recently-arrived English infantry, killing 40 men including the regimental commander Merx (first of several cases of mistaken identity between the allies with tragic consequences).

Now, with the steady arrival of British units, the situation was stabilized. Most of Perponcher's units were pulled back in reserve, although the 7th Line was committed with the British Guards in the counterattack on Jerome's division in Bossu. Thus, the opening phase of the battle was concluded. The rest of the action is well recounted in a number of sources, and a very brief summary will suffice here.

The advance of Foy's and Bachelu's regiments was stopped by some precise volleys from the six British battalions now in place. A charge led by the 79th Highlanders drove the French infantry back along the entire line. There now followed a series of cavalry charges, both by Pire's light cavalry and the 8th and 11th Cuirassier regiments. The British line held firm, but late in the afternoon the last French charge caused a near disaster. The 69th Foot had not formed square properly, and it was ridden down by French cuirassiers. Two other nearby battalions, the 33rd and 73rd Foot, panicked and fled into the woods (both these battalions contained many new recruits). Ney, however, had not supported this cavalry with an infantry advance and could not now follow up this sudden success. At six o'clock, with 5000 fresh reinforcements, Wellington led a general counterattack which everywhere drove the French back and recaptured all the positions originally held by Perponcher's men.

Bijlandt's brigade had taken heavy losses at Quatre Bras, the 5th Militia especially. Out of 482 men and officers, 306 had been killed, wounded or were missing (for a total loss of 62.9%), yet incredibly the unit had maintained its order throughout the long day. The 27th Jaegers lost 263 men, or 32.5% of its original strength. The 7th Line lost 94 men out of 701, and the 8th Militia 25 out of 566.

In spite of these losses and a shortage of ammunition, Bijlandt's force was next posted in front of the Anglo-Allied position which Wellington laid out on a shallow ridge near Waterloo on 17 June. Here the units served picket duty during the night of 17/18 June, getting little rest. The next morning the men received some thin soup and a limited resupply of ammunition, but were left on the exposed forward slope of the ridge. At about 11:00 AM, Perponcher noted concentrations of French artillery; according to his official report on 11 July 1815 (see Otto von Pivka, *Dutch-Belgian Troops of the Napoleonic Wars*), Bijlandt's brigade was pulled back, coming into line with Pack's and Kempt's brigades of Picton's division, at around noon. Here a somewhat dispersed firing line was formed (denser than a skirmish line but thinner than the usual three-rank line) with a reserve line 100 yards behind based on the 5th Militia, which was obviously too battered for front-line duties.

Quite contrary to Siborne's account, Bijlandt's brigade was well out of the way of the French artillery bombardment and had been moved up the ridge some two hours before the major assault of D'Erlon's I Corps. Bijlandt was faced against the bulk of Donzelot's division (Bourgeois' brigade). Both Pack and Kempt formed battalion squares due to the presence of supporting French cavalry. Bijlandt remained in line, buttressed on each flank by the British squares. But his first line was not strong enough to hold the furious French assault and was pushed back onto the reserve. The Dutch seemed to disappear through the smoke and were assumed to be gone for good. Here however, at least the 7th Line rallied with some of the militia, formed a square, and held.

Later British reports of deserters are not pure fancy, and numbers of the militia no doubt fled the battlefield. Yet this is hardly the mass flight that Siborne recorded some 30 years after the fact. The smoke of battle, mixed with faded memories, had confused the calculated withdrawal from the for-

ward slope at 11AM with the 100-yard retreat at 2PM, and has thus created the story of the ignominious rout of Bijlandt's battalions.

In fact, the 7th Line, again supported by the bulk of the militia, participated in Picton's counterattack against D'Erlon. The brigade remained in the line until the time of Ney's major assault on La Haye Saint in the late afternoon, when the whole brigade was pulled back into reserve due to lack of ammunition. The 7th Line, at a military review in Paris in July, received a special commendation from Wellington for its actions at Waterloo (and the commander-in-chief was not known to be liberal with praise). Losses at Waterloo were heavy: 85 men in the 27th Jaegers, 148 in the 7th Line, 286 in the 7th Militia, and 162 in the 8th Militia.

Only the 7th Militia shows a suspiciously high number of "missing" on its rolls, and if significant desertion did occur on the battlefield it was probably from this unit. The 7th Militia had not arrived at Quatre Bras in time to take part in the battle; thus 18 June was its baptism of fire, always a critical test for an untried unit. Thus, it would appear that this failing of one green battalion has resulted in the general condemnation of all Dutch-Belgian troops for over a century.

While the role of Bijlandt's brigade has been the focus here, a summary of other Dutch units is enlightening. The much maligned cavalry division of General Collaert saw extensive action throughout the long afternoon. De Ghigny's 1st Light Brigade (the 4th Dutch Light Dragoon and the 8th Belgian Lancers) charged the French 3rd and 4th Lancers east of La Haye Saint which were supporting D'Erlon's first assault. The brigade was then moved west and charged the cuirassiers during the massed cavalry charges. A third charge was made against the Grenadiers a Cheval, which never reached the target in the face of massed French artillery fire.

Meanwhile, van Merlen's regiments supported the British heavy cavalry in their charge against D'Erlon's forces, and were also engaged against the 1st Cuirassiers during the series of French charges in mid-afternoon. Van Merlen himself was killed during this action. (Collaert also suffered a fatal wound during the afternoon—the courage of the Dutch commanders was never at question.) The two regiments became separated, the 5th Light Dragoons joining de Ghigny while the 6th Hussars were moved to the

far right flank in support of the British 1st Guards. Here they made good on their poor performance at Quatre Bras, making two charges against the Chasseurs a Cheval and the Lancers of the Guard during the climactic assault of the Imperial Guard. Tripp's heavy brigade of cavalry (1st Dutch, 2nd Belgian and 3rd Dutch Karabinier regiments) made two charges against the 7th and 12th Cuirassiers during the battle. All three Dutch-Belgian brigades participated in the general pursuit that night. Casualties among the cavalry were 1265 (out of a total strength of about 4100).

Chasse's 3rd division (Detmer's and D'Aubreme's brigades) was not engaged for most of the day, being posted on the far right flank. Late in the afternoon it was moved east to shore up the allied line. During the march it was exposed to French artillery and so suffered considerable loss. In the Imperial Guard's final assault, Chasse was engaged by the eastmost column (1st Battalion of the 3rd Grenadiers). The British 30th and 73rd Foot (Halkett's brigade) broke after having been battered the whole afternoon. Moving his artillery up, Chasse blasted the French at point-blank range. Detmer's brigade then charged from the right flank, routing the guards back down the slope. The 4th Grenadiers had meanwhile pushed back Halkett's other two battalions, the 69th and 33rd Foot (which had also suffered heavy losses), but following the rout of the 3rd Grenadiers fell back, in good order. Meanwhile the British 1st Guards and 52nd Foot were heavily engaged with the second column (composed of the 1st and 2nd battalions of the 3rd Chasseurs) and routed it (in perhaps the most famous episode of the entire famous fight). Halkett's men had now rallied, and a general allied counterattack was launched. With this, the battle was over.

The aim of the above has been to show that the Dutch-Belgian troops in 1815 were not quite the hopeless rabble that Siborne described. Some of their actions can be considered heroic, such as the 5th Militia at Gemioncourt; others were less so, just as in all other national armies. Overall, the Dutch and Belgian formations were competent and this, as events proved, was good enough.

On the accompanying chart are some suggested revisions for the Dutch and Dutch-Belgian forces for the entire period covered by *NAPOLEON'S BATTLES* (which can be used with the accompanying Quatre Bras scenario). Hopefully, this article will also encourage other players to delve into the game system; what the designers have presented is only the beginning.

Dutch Units in French Service:

The actions of the Dutch army during the Napoleonic Wars are generally not well known, even to wargamers. Similar to Denmark, Sweden, Spain and Turkey, the Netherlands was a former "great power" now in decline. Nevertheless, while their fleets and armies posed no real threat, these nations could not simply be ignored. They might not make effective allies, but no ruler could afford to have them as friends of his enemies.

The army of the Batavian Republic saw its first large actions against the joint Anglo-Russian invasion of 1799 in north Holland (the major battles at Bergen and Castricum). In 1809, the British alone attempted an invasion on an even larger scale along the Scheldt estuary, but Dutch forces were only lightly engaged as the bulk of their army was stationed abroad in support of the French.

Batavian expeditionary corps served in the Germanies during 1796; during 1800-01 along the River Main under General Augereau's command; in June 1803 in Hanover under General Bessoles; during the summer of 1805 as part of Marmont's corps; and later that same year, in December, as part of Louis Napoleon's Army of the North. As the "Royal Dutch Army", three divisions formed part of

Marmont's corps during 1806 campaigning in Germany; and in 1807 two Dutch divisions saw action at Friedland as part of Mortier's corps. Two brigades, with supporting elements, served with Jerome's corps in 1809, destroying von Schill's rebel Prussian force. A Dutch brigade served in Spain from 1808-10, seeing combat at Durango (1808), Mesa de Ibor, Ciudad Real, Merida, Talavera, Almonacid, Daymiel, Dos Barrios and Ocano (all 1809).

In 1801, the Dutch army was disbanded. Some units were simply broken up; others were adapted as is into the French army and given new uniforms (some even kept their old uniforms). These latter units included the 2nd Grenadiers (later 3rd) of the Imperial Guard, the 123rd, 124th, 125th and 126th Line, plus the Walcheren Legion (later renamed the 131st Regiment), the 33rd Light Infantry, the 9th Regiment of Foot and 7th Regiment of Horse artillery, the 11th Hussars, 14th Cuirassiers and the famous 2nd (or Red) Lancers of the Imperial Guard.

The Dutch contingent in Russia, aside from the guards units, served with Victor's IX Corps, divide between Daendel's and Partouneax's divisions. These were left as a reserve in Smolensk during the invasion, and were virtually the only fresh force left Napoleon after the retreat from Moscow. Victor's corps bore the brunt of the fighting at the crossing of the Berezina while covering the retreat. The bulk of his force was cut off on the wrong side of the river, and only a few of the rearguard escaped. Typical of the losses is the 126th Regiment; of a strength of 1887 men, it had been reduced to just 206 skeletal survivors when it finally surrendered to the Russians.

Those units that survived the debacle declared for the Prince of Orange in 1814. The French never made any great effort to raise a Belgian army as such, although some ethnic Belgian units did seemingly exist.

Dutch Personalities in 1815:

William of Orange (1792-1849): Although only 22-years old at the time of Waterloo, William (son of King William I) had served for a number of years under Wellington in Spain—not a bad schooling in the ways of war. His tactical handling of his forces at Quatre Bras cannot be faulted, but he had a tendency to be over-aggressive and was seriously wounded on the field at Waterloo. William was later much maligned due to his desperate but futile efforts to save La Haye Sanite late in the day, resulting in the loss of a KGL battalion ridden down by French cavalry; but it is unfair to judge his reputation on this incident alone. (It might be noted that the commander of the KGL brigade himself made a similar move to reinforce the farm earlier in the day, also missed seeing the same mass of cavalry, leaving one battalion badly cut up before a square could be formed.) What William can be criticized for is not the tactical move but his failure to heed a subordinate who warned him about the location of the enemy cavalry.

Jean-Victor de Constant Rebecque (1773-1850): He had a long record of service in opposition to the French revolution. He served in the armies of the Swiss Republic (his homeland), the Dutch Republic, Prussia, and Great Britain. This able staff officer was the key military advisor to young William (forming a team not unlike Blucher and Gneisenau).

Hendrik de Perponcher-Sedlnitzky (1771-1856): He served first in the army of the Dutch Republic, as adjutant to Prince Frederik. From 1800-1813 he was in British service. After Leipzig, he rejoined the Dutch army and so came to command the 2nd Dutch-Belgian Division at Quatre Bras and Waterloo.

David Hendrik Chasse (1765-1849): Chasse served as a cadet in the army of the Dutch Republic, but joined the "Patriot" movement. After 1795, he

served first with the Batavian and then with the Royal Dutch army. For the French, he saw action in Spain and Austria, and in France in 1814. He commanded the 3rd Dutch-Belgian Division at Waterloo, playing a key role at the close of the battle.

Jean-Antoine Collaert (1761-1816): He had served with the Austrians in 1778, and then went to the army of the Dutch Republic. After 1795, he was an officer in the Batavian and Royal Dutch armies, and entered French service in 1810. He too rejoined the Dutch army in 1814 and commanded the cavalry division at Waterloo. In 1816, he at last succumbed to wounds suffered on that field.

There follows a new scenario for NAPOLEON'S BATTLES, originally researched and submitted by Mr. Meyler. Some of the information and data included, as explained in his article above, varies from the values in a standard version of this action. Since Craig Taylor had already researched the same battle during the design effort of the NAPOLEON'S BATTLES Module (containing nine new scenarios and new optional rules), he took the opportunity to collate and combine the information, plus making a few corrections. So, here we present the Quatre Bras scenario using both the standard version and information and, where different, the changes espoused by Mr. Meyler. This permits readers to try the scenario either way and draw their own conclusions.



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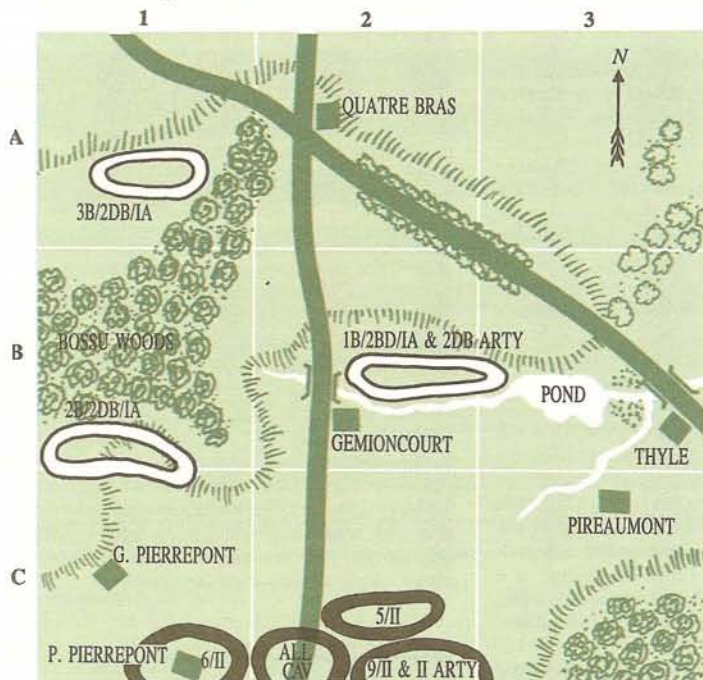
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[25.0] SCENARIO NINETEEN: "The Battle of Quatre Bras" —June 16, 1815

While Napoleon defeated the Prussian army at Ligny with Grouchy's wing and the reserve, Marshal Ney's wing was simultaneously expected to drive back and defeat the portions of Wellington's army in the area.

25.1 MAP: The Quatre Bras Battlefield.



MAP NOTES:

25.1.1: All buildings have a "+2" ("+" for Meyler) combat modifier.

25.1.2: The pond may not be entered by any units. Cavalry units that are in a stream for any part of their movement are automatically disordered.

25.1.3 The Allied on-table forces are set up first. If desired, one base of 1B/2DB/IA may start detached in Pireaumont and/or Gemioncourt. The French forces are set up second.

25.2 QUATRE BRAS ORDERS OF BATTLE:

25.2.1 Standard Orders of Battle:

(3) ANGLO-ALLIED ARMY (AA): Wellington: 17 "G(10)+3D [2M until the arrival of 5, then 5M until the arrival of B (-3B/B), then 7M until the arrival of 3/IA, then 8M until the arrival of 1/IA and 3B/B, and 10M after that].

(2) I CORPS (IA): Orange: 7 "G(4)+0 [5F]

- (1) FIRST DIVISION (1/IA): Cooke: 3 "G(6)+1
1B/1/IA: 16 BrGD [5D] 2B/1/IA: 16 BrGD [5D] 1/IA: Br6#
- (1) SECOND DB DIVISION (2DB/IA): Perponcher: 3 "G(7)+1
1B/2DB/IA: 20DbLN [12D] 2B/2DB/IA: 20 NsLN [10D]
3B/2DB/IA: 20 NsLN [10D] 2DB/IA: Db6#
- (1) THIRD DIVISION (3/IA): Alten: 4 "G(6)+1
1B/3/IA: 16 BrLN [6D] 2B/3/IA: 16 BrLT [6D]
3B/3/IA: 16 HnLN [10D]
- (1) DUTCH-BELGIAN CAVALRY (DBC/IA): Merlin: 3 "A(6)+0
2B/DBC/IA: 16 DbLC [10D] DBC/IA: Db6# (4 guns)
- (1) FIFTH DIVISION (5): Picton: 5 "E(8)+2 [2F]
1B/5: 16 BrLN [6D] 2B/5: 20 BrLN [8D] 3B/5: 20 HnLW [14D]
- (1) BRUNSWICK DIVISION (B): Brunswick: 3 "G(7)+1 [2F]
1B/B: 16 BwLT [8D] 2B/B: 16 BwLN [8D] 3B/B: 16 BwLW [11D]
4B/B: 12 BwLC [6D] B: Bw6#

(3) ARMEE DU NORD, LEFT WING (AdN/L): Ney: 10 "E(10)+3 [7M]

(2) II CORPS (II): Reille: 9 "E(5)+2 [4F]

- (1) FIFTH DIVISION (5/II): Bachelu: 3 "G(6)+1
1B/5/II: 24 FrLT [14D] 2B/5/II: 20 FrLN [12D]
- (1) SIXTH DIVISION (6/II): Jerome: 3 "A(4)+0
1B/6/II: 24 FrLT [14D] 2B/6/II: 28 FrLN [17D]
- (1) NINTH DIVISION (9/II): Foy: 4 "E(8)+2
1B/9/II: 20 FrLN [12D] 2B/9/II: 16 FrLN [10D]
- (1) CAVALRY DIVISION (C/II): Pire: 3 "A(5)+0
1B/C/II: 20 FrLC [12D]

CORPS ARTILLERY (II): II: Fr12# II: Fr6#

(2) III CAVALRY CORPS (III C): Kellerman: 6 "E(7)+1 [1F]

- (1) ELEVENTH CAVALRY DIVISION (11C/III C): Heritier: 4 "G(6)+1
1B/11C/III C: 12 FrLC [7D] 2B/11C/III C: 12 FrHC [5D]
11C/III C: Fr6#

(1) GUARD LIGHT DIVISION (L/G): Lefebvre-Desnouettes: 4 "E(8)+1 [2F]
1B/L/G: 12 FrGLC [5D] 2B/L/G: 12 FrGLC [5D]
L/G: FrG6# L/G: FrG6#

25.2.2 Meyler's Orders of Battle:

(3) ANGLO-ALLIED ARMY (AA): Wellington: 17 "G(10)+3D [2M until the arrival of 5, then 5M until the arrival of B (-3B/B), then 7M until the arrival of 3/IA, then 8M until the arrival of 1/IA and 3B/B, and 10M after that].

(3) I CORPS (IA): Orange/Rebecque: 8 "G(8)+1 [5F]

- (1) FIRST DIVISION (1/IA): Cooke: 3 "G(6)+1
1B/1/IA: 16 BrGD [5D] 2B/1/IA: 16 BrGD [5D] 1/IA: Br6#
- (1) SECOND DB DIVISION (2DB/IA): Perponcher: 3 "G(7)+1
1B/2DB/IA: 20DbLN [10D] 2B/2DB/IA: 20 NsLN [10D]
3B/2DB/IA: 16 NsLN [8D] 2DB/IA: Db6#
- (1) THIRD DIVISION (3/IA): Alten: 4 "G(6)+1
1B/3/IA: 16 BrLN [6D] 2B/3/IA: 16 BrLT [6D]
3B/3/IA: 16 HnLN [10D]
- (1) DUTCH-BELGIAN CAVALRY (DBC/IA): Merlin: 3 "A(6)+0
2B/DBC/IA: 16 DbLC [7D] DBC/IA: Db6# (4 guns)
- (1) FIFTH DIVISION (5): Picton: 5 "E(8)+2 [2F]
1B/5: 16 BrLT [6D] 2B/5: 20 BrLN [8D] 3B/5: 20 HnLW [14D]
- (1) BRUNSWICK DIVISION (B): Brunswick: 3 "G(7)+1 [2F]
1B/B: 16 BwLT [8D] 2B/B: 16 BwLN [8D] 3B/B: 16 BwLW [11D]
4B/B: 12 BwLC [6D] B: Bw6#

(3) ARMEE DU NORD, LEFT WING (AdN/L): Ney: 10 "E(10)+3 [7M]

(2) II CORPS (II): Reille: 9 "E(5)+2 [4F]

- (1) FIFTH DIVISION (5/II): Bachelu: 3 "G(6)+1
1B/5/II: 24 FrLT [14D] 2B/5/II: 20 FrLN [12D]
- (1) SIXTH DIVISION (6/II): Jerome: 3 "A(4)+0
1B/6/II: 24 FrLT [14D] 2B/6/II: 28 FrLN [17D]
- (1) NINTH DIVISION (9/II): Foy: 4 "E(8)+2
1B/9/II: 20 FrLN [12D] 2B/9/II: 16 FrLN [10D]
- (1) CAVALRY DIVISION (C/II): Pire: 3 "A(5)+0
1B/C/II: 20 FrLC [12D]

CORPS ARTILLERY (II): II: Fr12# II: Fr6#

(2) III CAVALRY CORPS (III C): Kellerman: 6 "E(7)+1 [1F]

(1) ELEVENTH CAVALRY DIVISION (11C/III C): Heritier: 4 "G(6)+1
1B/11C/III C: 20 FrHC [8D] 11C/III C: Fr6#

(1) GUARD LIGHT DIVISION (L/G): Lefebvre-Desnouettes: 4 "E(8)+1 [2F]
1B/L/G: 12 FrGLC [5D] 2B/L/G: 12 FrGLC [5D] L/G: FrG6#



25.3.1 STANDARD QUATRE BRAS INFORMATION CHART

UNIT TYPE		COMBAT MODS				DRD / RT NO.	RSP / DSP b	FIRE / MODS 1	MOVEMENT			MOVE MODS		
		COL or LIM	LIN or ULM	SQ VS CV	a VS OT				COL or LIM	LIN or ULM	MCH COL	RGH or SQ	BCK or SID	CG FM d
BOTH	General Officer eq	—	—	—	—	—	—	—	36"	36"	36"	2/1	1/1	—
	Messenger ep	—	—	—	—	—	—	—	36"	36"	36"	2/1	1/1	—
	Wagon p	-7	—	f	f	k	3/-	—	10"	—	14"	6/1	—	—
	Dismounted Cavalry	-3	-2	+3	-7	i	i	2"/-4	5"	1"	15"	2/1	3/1	1"
FRENCH	FrGLC Gd. Lt. Cav.	+1g	+2g	—	+4	2/4	8/B	—	14"	13"	24"	3/1	2/1	6"
	FrHC Hvy. Cav.	+1g	+2g	—	+5	2/4	7/B	—	13"	12"	21"	4/1	3/1	6"
	FrLC Lt. Cav. h	-2g	0g	—	+4	2/3	6/D	—	15"	14"	22"	3/1	2/1	7"
	FrLN Line Inf.	-1	+2	+7	-4	2/4	6/D	4"/0	10"	3"	18"	2/1	2/1	2"
	FrLT Lt. Inf.	-1	+2	+7	-4	2/4	6/D	5"/+1	12"	3"	18"	3/2	3/2	1"
	Fr12" 12#Hvy. Arty. p	-5	-3	f	f	k	6/-	12"/+2	9"	2"	14"	6/1	1/1	2"
	FrG6# 6#Gd. Hs. Arty. p	-4g	-2g	f	f	k	8/-	9"/+2	12"	4"	22"	4/1	1/1	2"
	Fr6# 6#Hs. Arty. p	-5g	-3g	f	f	k	6/-	9"/+2	12"	4"	21"	4/1	1/1	3"
ALLIES	BrGD Guard Infantry	0	+4	+9	-2	3/5	6/A	4"/+1	12"	5"	18"	2/1	3/2	1"
	BrLN Line Infantry	-1	+3	+8	-3	2/5	6/B	4"/+1	12"	4"	15"	2/1	2/1	2"
	BrLT Light Infantry s	0	+2	+8	-3	2/5	6/B	5"/+2	12"	5"	18"	3/2	4/3	1"
	Br6# 6# Hrs. Arty. p	-5g	-3g	f	f	k	6/-	9"/+2	12"	4"	21"	4/1	1/1	3"
	BwLC Light Cavalry h	-2g	0g	—	+4	2/3	5/C	—	15"	14"	24"	3/1	3/1	7"
	BwLN Line Infantry	-2	+1	+6	-5	2/4	5/C	4"/0	10"	2"	16"	2/1	2/1	2"
	BwLT Light Infantry	-2	+1	+6	-5	2/3	5/C	5"/+1	12"	3"	18"	3/2	3/2	1"
	BwLW Landwehr Inf.	-2	-1	+5	-5	1/3	3/E	3"/-1	8"	1"	15"	4/1	3/1	1"
	Bw6# 6# Hrs. Arty. p	-5g	-3g	f	f	k	5/-	9"/+1	12"	4"	21"	4/1	1/1	3"
	DbLC Light Cavalry h	-3g	-1g	—	+3	2/3	4/D	—	15"	14"	24"	4/1	3/1	8"
	DbLN Line Infantry	-2	+1	+6	-5	2/3	4/D	3"/-1	9"	2"	16"	3/1	3/1	2"
	DbMI Militia Infantry	-4g	-2g	+4	-7	1/3	3/E	2"/-3	6"	1"	15"	4/1	3/1	1"
	Db6# 6# Hrs. Arty. p	-5g	-3g	f	f	k	5/-	9"/0	11"	4"	21"	4/1	1/1	3"
	HnLW Landwehr Inf.	-3	-1	+5	-6	1/3	3/E	2"/-2	8"	1"	15"	4/1	3/1	1"
	NsLN Line Infantry	-1	+2	+7	-4	2/3	5/C	4"/0	10"	2"	16"	2/1	2/1	2"

NOTES: a. For infantry in square, use the "OT" ("Other") modifier if vs. any infantry. For infantry not in square, use the "OT" modifier if vs. any attacking cavalry, and not in a town, woods, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the "OT" modifier vs. infantry or artillery not in square and not in a town, woods, entrenched, or with friendly cavalry in the same combat. Use the current formation modifiers in all other combats. b. The "RSP" ("Response") number is used for cavalry recall (with a "-2" recall modifier for all cavalry), rallying, and for infantry attempts to form square (with a "+1" line modifier for British infantry, and a "+1" column modifier for all infantry). General "RSP" modifiers are "-1" if Poor, "+1" if Good and "+2" if Excellent. The disorder modifier is "-3". A modified "RSP" number is also the withdrawal modifier. c. Routs: Infantry and gunners=18", cavalry and limbered artillery=27". Routing units always in column or limbered formation. d. Subtract from the "LIN or ULM" speed. Also the cost to "about face". Cannot be used while within 1" of an enemy combat unit. e. Eliminated on "1-3" when alone or when attached to a routed, dispersed or eliminated unit. f. Use the current formation modifier. g. May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade enemy cavalry. h. May dismount. i. Same as when mounted. k. 2 fire hits from one shot or 1 combat hit are required to eliminate an artillery crew figure (also disorders the unit). Any artillery unit is eliminated with 2 eliminated crew. l. Use a "-1" modifier for artillery representing only 4 guns. Gunners without their gun lose their ability to fire. p. May not initiate combats. q. May initiate combats only if attached to infantry or cavalry. r. Rout number is "+1" with 6 or more bases. s. Is skirmish infantry.



25.3.2		MEYLER'S QUATRE BRAS INFORMATION CHART												
UNIT TYPE		COMBAT MODS				DRD	RSP	FIRE	MOVEMENT			MOVE MODS		
		COL or LIM	LIN or ULM	SQ VS CV	a VS OT	/ RTr NO.	/ DSP b	/ MODS 1	COL or LIM	LIN or ULM	MCH COL	RGH or SQ	BCK or SID	CG FM d
BOTH	General Officer eq	—	—	—	—	—	—	—	36"	36"	36"	2/1	1/1	—
	Messenger ep	—	—	—	—	—	—	—	36"	36"	36"	2/1	1/1	—
	Wagon p	-7	—	f	f	k	3/-	—	10"	—	14"	6/1	—	—
	Dismounted Cavalry	-3	-2	+3	-7	i	i	2"/-4	5"	1"	15"	2/1	3/1	1"
FRENCH	FrGLC Gd. Lt. Cav.	+1g	+2g	—	+4	2/4	8/B	—	14"	13"	24"	3/1	2/1	6"
	FrHC Hvy. Cav.	+1g	+2g	—	+5	2/4	7/B	—	13"	12"	21"	4/1	3/1	6"
	FrLC Lt. Cav. h	-2g	0g	—	+4	2/3	6/D	—	15"	14"	22"	3/1	2/1	7"
	FrLN Line Inf.	-1	+2	+7	-4	2/4	6/D	4"/0	10"	3"	18"	2/1	2/1	2"
	FrLT Lt. Inf.	-1	+2	+7	-4	2/4	6/D	5"/+1	12"	3"	18"	3/2	3/2	1"
	Fr12" 12#Hvy. Arty. p	-5	-3	f	f	k	6/-	12"/+2	9"	2"	14"	6/1	1/1	2"
	FrG6# 6#Gd. Hs. Arty. p	-4g	-2g	f	f	k	8/-	9"/+2	12"	4"	22"	4/1	1/1	2"
	Fr6# 6#Hs. Arty. p	-5g	-3g	f	f	k	6/-	9"/+2	12"	4"	21"	4/1	1/1	3"
ALLIES	BrGD Guard Infantry	0	+4	+9	-2	3/5	6/A	4"/+1	12"	5"	18"	2/1	3/2	1"
	BrLN Line Infantry	-1	+3	+8	-3	2/5	6/B	4"/+1	12"	4"	15"	2/1	2/1	2"
	BrLT Light Infantry s	0	+2	+8	-3	2/5	6/B	5"/+2	12"	5"	18"	3/2	4/3	1"
	Br6# 6# Hrs. Arty. p	-5g	-3g	f	f	k	6/-	9"/+2	12"	4"	21"	4/1	1/1	3"
	BwLC Light Cavalry h	-2g	0g	—	+4	2/3	5/C	—	15"	14"	24"	3/1	3/1	7"
	BwLN Line Infantry	-2	+1	+6	-5	2/4	5/C	4"/0	10"	2"	16"	2/1	2/1	2"
	BwLT Light Infantry	-2	+1	+6	-5	2/4	5/C	5"/+1	12"	3"	18"	3/2	3/2	1"
	BwLW Landwehr Inf.	-2	-1	+5	-5	1/3	3/E	3"/-1	8"	1"	15"	4/1	3/1	1"
	Bw6# 6# Hrs. Arty. p	-5g	-3g	f	f	k	5/-	9"/+1	12"	4"	21"	4/1	1/1	3"
	DbLC Light Cavalry h	-2g	0g	—	+3	2/3	4/D	—	15"	14"	24"	3/1	3/1	7"
	DbLN Line Infantry	-2	+1	+6	-5	2/4	5/C	4"/0	10"	2"	16"	2/1	2/1	2"
	Db6# 6# Hrs. Arty. p	-5g	-3g	f	f	k	5/-	9"/0	11"	4"	21"	4/1	1/1	3"
	HnLW Landwehr Inf.	-3	-1	+5	-6	1/3	3/E	2"/-2	8"	1"	15"	4/1	3/1	1"
NsLN Line Infantry	-1	+2	+7	-4	2/3	5/C	4"/0	10"	2"	16"	2/1	2/1	2"	

NOTES: a. For infantry in square, use the "OT" ("Other") modifier if vs. any infantry. For infantry not in square, use the "OT" modifier if vs. any attacking cavalry, and not in a town, woods, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the "OT" modifier vs. infantry or artillery not in square and not in a town, woods, entrenched, or with friendly cavalry in the same combat. Use the current formation modifiers in all other combats. b. The "RSP" ("Response") number is used for cavalry recall (with a "-2" recall modifier for all cavalry), rallying, and for infantry attempts to form square (with a "+1" line modifier for British infantry, and a "+1" column modifier for all infantry). General "RSP" modifiers are "-1" if Poor, "+1" if Good and "+2" if Excellent. The disorder modifier is "-3". A modified "RSP" number is also the withdrawal modifier. c. Routs: Infantry and gunners=18", cavalry and limbered artillery=27". Routing units always in column or limbered formation. d. Subtract from the "LIN or ULM" speed. Also the cost to "about face". Cannot be used while within 1" of an enemy combat unit. e. Eliminated on "1-3" when alone or when attached to a routed, dispersed or eliminated unit. f. Use the current formation modifier. g. May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade enemy cavalry. h. May dismount. i. Same as when mounted. k. 2 fire hits from one shot or 1 combat hit are required to eliminate an artillery crew figure (also disorders the unit). Any artillery unit is eliminated with 2 eliminated crew. l. Use a "-1" modifier for artillery representing only 4 guns. Gunners without their gun lose their ability to fire. p. May not initiate combats. q. May initiate combats only if attached to infantry or cavalry. r. Rout number is "+1" with 6 or more bases. s. Is skirmish infantry.

25.4 SPECIAL RULES FOR QUATRE BRAS:

25.4.1 Game Length: 1330-1930 hours (13 Turns). The French are the First Side.

25.4.2 Arrival Times (Allied Only):

DBC/IA: 1430 hours. In march column at the A1 road end.

5 & Wellington: 1500 hours. In march column at the A2 road end.

B (-3B/B): 1530 hours. In march column at the A2 road end.

3: 1630 hours. In march column at the A1 road end.

1 & 3B/B: 1800 hours. In march column at the A2 road end.

25.4.3 Orange: Prior to the arrival of Wellington, Orange is considered to be the Allied supreme commander and can be considered to have a response number of "10" until the 1500 hours Turn (two labels are provided). [The response number of "10" also applies to the combined three-figure base and the two-figure base when using 25.4.4 below.]

25.4.4 Orange/Rebecque (Meyler's version only): A combined three-figure base is used, with one figure (representing Orange) detachable. The base can be used together with the given ratings, or separately. When separately attached to any Dutch-Belgian unit, Orange has ratings of 0"G(4)+2 and ratings of 0"G(4)+0 when attached to any I Corps units of another nationality. The separate two-figure base (representing Rebecque and most of the corps staff) has ratings of 8"G(8)+1D (separate labels are provided).

25.4.5 Dutch-Belgian Cavalry (Optional—Standard version only): In order to move to combat contact (not for other movement) with a Dutch-Belgian cavalry unit, the controlling player must first announce the projected movement, then roll a die. If the die roll equals or is less than the cavalry unit's modified response number, it is moved normally. Otherwise, the cavalry unit may not be moved at all (and no react marker may be placed).

25.4.6 Options: No one has the initiative. The Allies have 4 free rolls and the French have 5.

25.5 VICTORY POINTS: Quatre Bras is worth 90/126, Gemioncourt 20/28, Thyle 40/56, P. Pierrepont 15/21, and the A1 road end 50/70 Allied/French victory points. P. Pierrepont is French-controlled and all other objectives are considered to be Allied-controlled at the game's start.

25.6 HISTORICAL QUATRE BRAS: See the article, "Three Days in June" by David Meyler preceding this scenario, for an account of the actual battle. As co-designer of NAPOLEON'S BATTLES, I [S. Craig Taylor] should point out that my intention here is not to "pick" on Mr. Meyler (who has done some interesting research and written an informative article), but to illuminate some of the problems that can be encountered in attempts to "adjust" a game design. During the four years that Bob Coggins and I worked on these rules, we played seemingly endless numbers of games matching up various armies, and had more heated discussions and made more unit-factor changes than I can remember to give the game what we felt was the right "feel" based on unit comparisons and matchups, so I know whereof I speak. Aside from some quibbles about the orders of battle at Quatre Bras (most sources are suspect), and the fact that I certainly do not consider the Dutch-Belgian *karabiniers* of 1815 to be true heavy cavalry, my differences with Mr. Meyler can be summarized in a few brief comments.

Standard ratings for the Prince of Orange are 3"G(4)+0 compared to Meyler's ratings of 4"G(8)+1 (increased to a "+2" combat modifier for Dutch-Belgian units). Command span differences can be argued endlessly, and we agree on the "Good" quality, so I'll confine my remarks to the other factors. Giving Orange (even with Rebecque as his chief-of-staff) an "8" response number makes him the equal of the system's most experienced and efficient independent commanders, and the actual 1815 campaign did not reveal independent maneuvers that call forth memories of Davout at Austerlitz or

Lannes at Friedland. We assigned response numbers of "4" or "5" to commanders who required quite close supervision and, based on his performance in 1815, good and bad, I feel that our "4" rating is a valid assessment. Our criteria for assigning positive combat modifiers was to reserve them for generals who were real "fire-eaters" who could rally their men and lead them forward again and again, and/or were such clever tacticians that their troops generally fought better than average under their personal control. The introduction of a "+1" officer to a combat can increase a combat unit's effectiveness in the game by around 20 to 40 percent in most cases, and Bob and I just didn't conceive that Orange's personal intervention would have enough effect to be noticed at this level of play.

Similarly, I can't agree with the two-part corps headquarters for Orange/Rebecque. Most corps commanders during the period operated in just that way; it was standard operating procedure. They had to be fairly active men, as they spent a large portion of their battlefield time on the move, attempting to keep abreast of the changing situation. If the commanding general was not absent, the chief-of-staff, as a deputy, often was. The whole system, which consisted of much riding around and quick discussions, is simulated by the command spans. The similar rules we have for Blucher/Gniesenau (see the Ligny scenario elsewhere in this issue) are included because that type of behavior was unusual for an army commander, and because Blucher would often leave headquarters and not return for hours at a time.

The effect pointed out while discussing generals' combat modifiers is similar when raising a combat unit's combat modifiers. Increasing or decreasing fire ranges and fire modifiers can have almost as much impact on the results of fire combats. This being the case, while designing the game, we were very reluctant to make changes of this type since such could greatly influence how unit "A" compares and interacts with unit "B". Before we made any change,

we had to convince ourselves that the current numbers didn't work the way we thought they should and that the new ones did.

Obviously, Mr. Meyler feels that we short-changed the Dutch and Dutch-Belgian forces; in every case where he made a factor change, there was an *improvement* on the standard ratings. With the changed ratings, Holland's troops, especially towards the end of the period, compare quite favorably with French troops. The Light/Jaeger Infantry (95-10), though inferior in other ways, are actually capable of entering combat with British infantry on an equal or even (depending on formation) superior basis! Is this an assessment with which many military historians would agree? Is it a correct interpretation of a country that was never very enthusiastic about Napoleon? Historically, the gap between the potential and the actual performance of Dutch troops finally led Napoleon to annex Holland in 1810 to improve French control. I could make similar arguments regarding the effects of the changed Dutch-Belgian values. (On the other hand, I could be sadly mistaken in all this, and Mr. Meyler could be absolutely correct in his interpretation of their capabilities.)

I promised to keep this brief. Without nit-picking over details, the point I am trying to make is that even seemingly minor changes can sometimes cause large changes to the way a game plays—that is, in the manner in which the units interact on the tabletop. Any unit with certain factors is worth a certain number of points, and the points can be used to balance a scenario. Either set of values can be plugged into the game system. The question is, "Which units interact most realistically?" The game mechanics may work fine and the scenario may be perfectly balanced, but if, for example, militia can beat the Old Guard on a regular basis, something's wrong. I'd be most interested in hearing from any readers who may have further thoughts on the subject, and/or who get a chance to play Quatre Bras (or other scenarios) using both sets of values.

25.7 SCENARIO NINETEEN (QUATRE BRAS) LABELS:

25.7.1 Labels for Both Variations:

AA [2/10M] 17"G(10)+3D Wellington	1/IA 3"G(6)+1 Cooke	2DB/IA 3"G(7)+1 Perponcher	3/IA 4"G(6)+1 Alten	DBC/IA 3"A(6)+0 Merlin	5 5"E(8)+2 Picton	B 3"G(7)+1 Brunswick	1B/1/IA [5D] BrGD	2B/1/IA [5D] BrGD	1/IA Br6#	2B/2DB/IA [10D] NsLN	2DB/IA Db6#	1B/3/IA [6D] BrLN	2B/3/IA [6D] BrLT	
3B/3/IA [10] HnLN	DBC/IA Db6# (4)	2B/5 [8D] BrLN	3B/5 [14D] HnLW	1B/B [8D] BwLT	2B/B [8D] BwLN	3B/B [11D] BwLW	4B/B [6D] BwLC	B Bw6#	AdN/L [7M] 10"E(10)+3 Ney	II [4F] 9"E(5)+2 Reille	IIIC [1F] 6"E(7)+1 Kellerman	5/II 3"G(6)+1 Bachelu	6/II 3"A(4)+0 Jerome	9/II 4"E(8)+2 Foy
C/II 3"A(5)+0 Pire	11C/IIIC 4"G(6)+1 Heritier	L/G 4"E(8)+1 Lefebvre Desnouettes	1B/5/II [14D] FrLT	2B/5/II [12D] FrLN	1B/6/II [14D] FrLT	2B/6/II [17D] FrLN	1B/9/II [12D] FrLN	2B/9/II [10D] FrLN	1B/C/II [12D] FrLC	II Fr12#	II Fr#	11C/IIIC Fr6#	1B/L/G [5D] FrGLC	

2B/L/G [5D] FrGLC	L/G FrG6#
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25.7.2 Labels for Standard version only:

IA [2M/5F] 7"G(4)+0 Orange	1B/2DB/IA [12D] DbLN	3B/2DB/IA [10D] NsLN	2B/DBC/IA [10D] DbLC	1B/5 [6D] BrLN	1B/11C/IIIC [7D] FrLC	2B/11C/IIIC [5D] FrHC	L/G FrG6#
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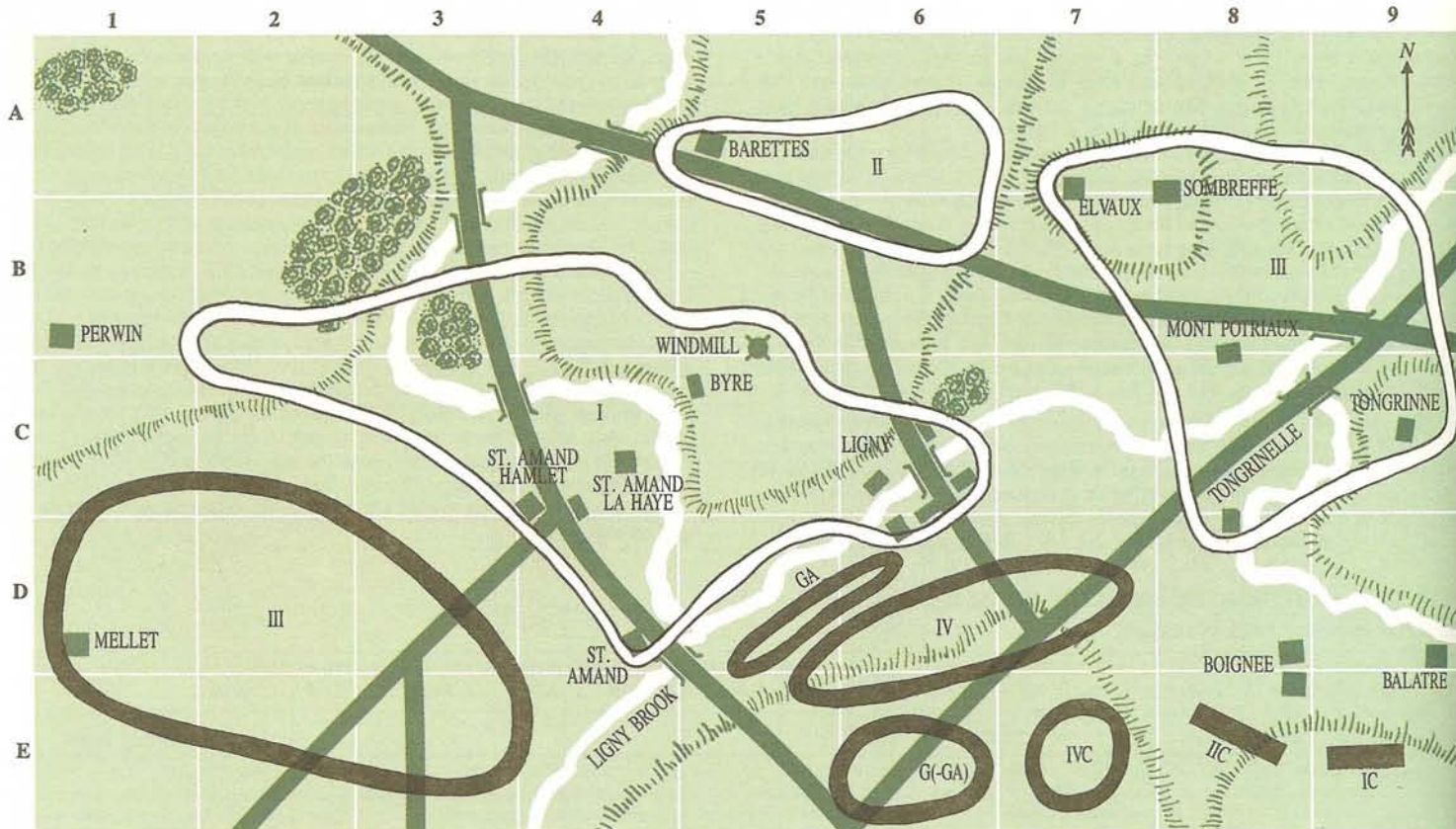
25.7.3 Labels for Meyler's version only:

IA [2M/5F] 8"G(8)+1 Orange/Rebecque	1A [2M/5F] 0"E(4)+1/+2 Orange	IA [2M/5F] 8"G(10)+1D Rebecque	1B/2DB/IA [10D] DbLN	3B/2DB/IA [8D] NsLN	2B/DBC/IA [7D] DbLC	1B/5 [6D] BrLT	1B/11C/IIIC [8D] FrHC
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[26.0] SCENARIO TWENTY: "The Battle of Ligny"—June 14, 1815

Having maneuvered to occupy a position between the Allied armies, Napoleon ordered Marshal Ney to use the army's left wing to attack and at least occupy Wellington's Allied army at Quatre Bras. Meanwhile, Napoleon would use the army's right wing and reserve to attempt the destruction of the Prussian army at Ligny.

26.1 MAP: The Ligny Battlefield.



MAP NOTES:

26.1.1: All buildings have a "+2" combat modifier.

26.1.2: All streams may be crossed by artillery only at bridges while limbered or in march column formation. Infantry and cavalry units may ford streams only in column or march column formations.

26.1.3: The Prussian forces are set up first, then the French on-table forces are set up.

26.2 LIGNY ORDERS OF BATTLE: [These are the orders of battle we have used to run the Ligny convention event on our purpose-built terrain since 1988. The strengths of some infantry units are slightly "fudged" so that all have an even number of bases (16 or 24 figures each) for a somewhat better appearance in these "show-piece" demonstrations.]

(4) ARMEE DU NORD (AdN): Napoleon: 23"E(10)+3D [20M until VI Corps arrives, then 23M]. (3)Grouchy (AdN/R): 10"G(5)+1, is an overall wing commander who can command any unit in the army.

- (2) IMPERIAL GUARD (G): Drouot: 9"G(7)+1 [6F]
 (1) FIRST GUARD DIVISION (1/G): Friant: 5"E(8)+2
 1B/1/G: 24 FrOGD [7D] 2B/1/G: 16 FrOGD [5D]
 (1) SECOND GUARD DIVISION (2/G): Morand: 5"E(8)+2
 1B/2/G: 24 FrOGD [7D] 2B/2/G: 16 FrOGD [5D]
 (1) THIRD GUARD DIVISION (3/G): Duhesme: 4"G(6)+1
 1B/3/G: 24 FrYGD [7D] 2B/3/G: 24 FrYGD [7D]
 (1) GUARD HEAVY DIVISION (H/G): Guyot: 4"G(7)+1
 1B/H/G: 12 FrGHC [4D] 2B/H/G: 12 FrGHC [4D]
 (1) CORPS ARTILLERY (GA): St. Maurice: 4"G(5)+0
 GA: FrG12# GA: FrG12# GA: FrG12# GA: FrG12# GA: FrG6#
 GA: FrG6# GA: FrG6# GA: FrG6#
- (2) I CAVALRY CORPS (IC): Pajol: 5"G(6)+1 [1F]
 (1) FOURTH CAVALRY DIVISION (4C/IC): Soult 2: 4"A(6)+1
 1B/4C/IC: 16 FrLC [8D]
 CORPS ARTILLERY (IC): IC: Fr6#
- (2) II CAVALRY CORPS (IIC): Exelmans: 5"A(5)+1 [3F]
 (1) NINTH CAVALRY DIVISION (9C/IIC): Strolz: 3"A(5)+0
 1B/9C/IIC: 16 FrLC [8D]
 (1) TENTH CAVALRY DIVISION (10C/IIC): Chastel: 4"G(5)+0
 1B/10C/IIC: 12 FrLC [6D] 2B/10C/IIC: 12 FrLC [6D]
 CORPS ARTILLERY (IIC): IIC: Fr6# IIC: Fr6#
- (2) III CORPS (III): Vandamme: 8"E(5)+2 [6F]
 (1) SEVENTH DIVISION (7/III): Girard: 3"G(7)+1 a
 1B/7/III: 24 FrLN [12D] 2B/7/III: 16 FrLN [8D]
 (1) EIGHTH DIVISION (8/III): Lefol: 3"A(5)+0
 1B/8/III: 24 FrLN [12D] 2B/8/III: 16 FrLN [8D]
 (1) TENTH DIVISION (10/III): Habert: 3"G(5)+1
 1B/10/III: 24 FrLN [12D] 2B/10/III: 24 FrLT [12D]
 (1) ELEVENTH DIVISION (11/III): Berthezene: 3"G(7)+1
 1B/11/III: 24 FrLN [12D] 2B/11/III: 16 FrLN [8D]

- (1) THIRD CAVALRY DIVISION (3C/III): Domon: 3"G(7)+2
 1B/3C/III: 12 FrLC [6D]
 CORPS ARTILLERY (III): III: Fr12# III: Fr6#

- (2) IV CORPS (IV): Gerard: 9"G(5)+1 [5F]
 (1) TWELFTH DIVISION (12/IV): Pecheux: 3"A(5)+0
 1B/12/IV: 24 FrLN [12D] 2B/12/IV: 16 FrLN [8D]
 (1) THIRTEENTH DIVISION (13/IV): Vichery: 3"G(6)+0
 1B/13/IV: 16 FrLN [8D] 2B/13/IV: 16 FrLN [8D]
 (1) FOURTEENTH DIVISION (14/IV): Hulot: 3"A(4)+0
 1B/14/IV: 16 FrLT [8D] 2B/14/IV: 16 FrLN [8D]
 (1) SEVENTH CAVALRY DIVISION (7C/IV): Maurin: 4"A(5)+0
 1B/7C/IV: 16 FrLC [8D]
 CORPS ARTILLERY (IV): IV: Fr12# IV: Fr6#
- (2) IV CAVALRY CORPS (IVC): Milhaud: 5"G(6)+1 [3F]
 (1) THIRTEENTH CAVALRY DIVISION (13C/IVC): Wathier: 3"A(5)+0
 1B/13C/IVC: 16 FrHC [5D]
 (1) FOURTEENTH CAVALRY DIVISION (14C/IVC): Delort: 3"G(6)+1
 1B/14C/IVC: 12 FrHC [4D] 2B/14C/IVC: 12 FrHC [4D]
 CORPS ARTILLERY (IVC): IVC: Fr6# IVC: Fr6#
- (2) VI CORPS (VI): Lobau: 9"G(6)+1 [3F] b
 (1) NINETEENTH DIVISION (19/VI): Simmer: 3"A(5)+0
 1B/19/VI: 16 FrLN [8D] 2B/19/VI: 16 FrLN [8D]
 (1) TWENTIETH DIVISION (20/VI): Jeanin: 4"G(6)+2
 1B/20/VI: 24 FrLN [12D]
 (1) TWENTY-FIRST DIVISION (21/VI): Teste: 3"G(5)+1
 1B/21/VI: 16 FrLT [8D]
 CORPS ARTILLERY (VI): VI: Fr12# VI: Fr6#

a This division was actually part of the II Corps.

b Possibly not used—see 26.4.3.1.

(4) ARMY OF THE RHINE (P): Blucher/Gneisenau: 20"E/G(10)+3/+2D [27M]

(2) I CORPS (I): Zieten: 9"G(6)+1 [7F]

(1) FIRST BRIGADE (1/I): Steinmetz: 3"A(5)+0
1B/1/I: 24 PrLN [12D] 2B/1/I: 24 PrLN [12D]
3B/1/I: 24 PrLW [14D]

(1) SECOND BRIGADE (2/I): Pirch 2: 4"G(5)+1
1B/2/I: 24 PrLN [12D] 2B/2/I: 16 PrLN [8D]
3B/2/I: 24 PrLW [14D]

(1) THIRD BRIGADE (3/I): Jagow: 3"A(5)+1
1B/3/I: 16 PrLN [8D] 2B/3/I: 16 PrLN [8D]
3B/3/I: 16 PrLW [10D]

(1) FOURTH BRIGADE (4/I): Henkel: 3"A(6)+0
1B/4/I: 16 PrLN [8D] 2B/4/I: 24 PrLW [14D]

(1) CAVALRY BRIGADE (C/I): Roder: 4"G(6)+1
1B/C/I: 16 PrLC [8D] 2B/C/I: 16 PrLWC [10D]
3B/C/I: 12 PrLC [6D]

CORPS ARTILLERY (I): I: Pr12# I: Pr12# I: Pr12# I: PrHFA
I: Pr6# I: Pr6# I: Pr6#

(2) II CORPS (II): Pirch 1: 9"G(6)+1 [7F]

(1) FIFTH BRIGADE (5/II): Tippelskirchen: 3"A(4)+0
1B/5/II: 24 PrLN [12D] 2B/5/II: 16 PrLN [8D]
3B/5/II: 16 PrLW [10D]

(1) SIXTH BRIGADE (6/II): Kraft: 3"G(6)+1
1B/6/II: 24 PrLN [12D] 2B/6/II: 16 PrLN [8D]
3B/6/II: 16 PrLW [10D]

(1) SEVENTH BRIGADE (7/II): Bruse: 4"A(5)+0
1B/7/II: 24 PrLN [12D] 2B/7/II: 16 PrLN [8D]
3B/7/II: 16 PrLW [10D]

(1) EIGHTH BRIGADE (8/II): Langen: 3"P(4)+1
1B/8/II: 16 PrLN [8D] 2B/8/II: 16 PrLN [8D]
3B/8/II: 16 PrLW [10D]

(1) CAVALRY BRIGADE (C/II): Jurgass: 4"G(7)+1
1B/C/II: 16 PrLC [8D] 2B/C/II: 16 PrLWC [10D]

CORPS ARTILLERY (II): II: Pr12# II: Pr12# II: Pr6#
II: Pr6# II: Pr6#

(2) III CORPS (III): Thielman: 8"G(7)+1 [7F]

(1) NINTH BRIGADE (9/III): Borcke: 3"A(5)+0
1B/9/III: 24 PrLN [12D] 2B/9/III: 16 PrLN [8D]
3B/9/III: 16 PrLW [10D]

(1) TENTH BRIGADE (10/III): Krausneck: 3"A(6)+0
1B/10/III: 16 PrLN [8D] 2B/10/III: 16 PrLW [10D]

(1) ELEVENTH BRIGADE (11/III): Luck: 3"P(4)+0
1B/11/III: 24 PrLW [14D] 2B/11/III: 16 PrLW [10D]

(1) TWELFTH BRIGADE (12/III): Stulpnagel: 3"A(4)+0
1B/12/III: 16 PrLN [8D] 2B/12/III: 16 PrLW [10D]
3B/12/III: 16 PrLW [10D]

(1) CAVALRY BRIGADE (C/III): Hobe: 4"G(6)+0
1B/C/III: 12 PrLC [6D] 2B/C/III: 16 PrLC [8D]
3B/C/III: 12 PrLWC [7D]

CORPS ARTILLERY (III): III: Pr12# III: Pr6# III: Pr6#
III: Pr6#



26.3

LIGNY INFORMATION CHART

UNIT TYPE		COMBAT MODS				DRD / RTr NO.	RSP / DSP b	FIRE / MODS i	MOVEMENT			MOVE MODS		
		COL or LIM	LIN or ULM	SQ VS CV	a VS OT				COL or LIM	LIN or ULM	MCH COL	RGH or SQ	BCK or SID	CG FM d
BOTH	General Officer eq	—	—	—	—	—	—	—	—	36"	—	2/1	1/1	—
	Messenger ep	—	—	—	—	—	—	—	—	36"	—	2/1	1/1	—
	Wagon p	-7	—	f	f	k	3/-	—	10"	—	14"	6/1	—	—
	Dismounted Cavalry	-3	-2	+3	-7	i	i	2"/-4	5"	1"	15"	2/1	3/1	1"
FRENCH	FrGHC Gd. Hvy. Cav.	+2g	+3g	—	+5	2/4	8/A	—	13"	12"	22"	4/1	3/1	6"
	FrHC Heavy Cavalry	+1g	+2g	—	+5	2/4	7/B	—	13"	12"	21"	4/1	3/1	6"
	FrLC Light Cavalry h	-2g	0g	—	+4	2/3	6/D	—	15"	14"	22"	3/1	2/1	7"
	FrOGD Old Gd. Inf. j5	+2	+5	+9	0	4/5	8/A	4"/0	12"	5"	18"	2/1	2/1	1"
	FrYGD Young Gd. Inf. s	-1	+2	+7	-4	3/4	6/B	5"/+1	12"	4"	18"	3/2	4/3	2"
	FrLN Line Infantry	-1	+2	+7	-4	2/4	6/D	4"/0	10"	3"	18"	2/1	2/1	2"
	FrLT Light Infantry	-1	+2	+7	-4	2/4	6/D	5"/+1	12"	3"	18"	3/2	3/2	1"
	FrG12# 12#Gd. Hvy. Arty. p	-4	-2	f	f	k	8/-	12"/+2	9"	3"	14"	6/1	1/1	2"
Fr12# 12#Heavy Arty. p	-5	-3	f	f	k	6/-	12"/+2	9"	2"	14"	6/1	1/1	2"	
FrG6# 6# Gd. Hs. Arty. p	-4g	-2g	f	f	k	8/-	9"/+2	12"	4"	22"	4/1	1/1	2"	
Fr6# 6# Horse Arty. p	-5g	-3g	f	f	k	6/-	9"/+2	12"	4"	21"	4/1	1/1	3"	
PRUSSIAN	PrLC Light Cavalry h	-1g	+1g	—	+4	2/3	6/C	—	15"	14"	23"	3/1	2/1	7"
	PrLWC Landwehr Cav. h	-3g	-1g	—	+3	1/3	5/D	—	14"	13"	24"	4/1	3/1	7"
	PrLN Line Infantry	-1	+2	+7	-5	2/4	6/C	4"/0	10"	2"	16"	3/1	2/1	2"
	PrLW Landwehr Infantry	-2	+1	+6	-5	2/3	4/D	4"/0	9"	2"	16"	3/1	3/1	2"
	Pr12# Heavy Arty. p	-5	-3	f	f	k	6/-	12"/+2	9"	2"	14"	6/1	1/1	2"
	PrHFA Howitzer Arty. p	-5	-3	f	f	k	6/-	8"/+2	10"	3"	15"	4/1	1/1	3"
Pr6# 6# Horse Arty. p	-5g	-3g	f	f	k	6/-	9"/+2	12"	4"	21"	4/1	1/1	3"	

NOTES: a. For infantry in square, use the "OT" ("Other") modifier if vs. any infantry. For infantry not in square, use the "OT" modifier if vs. any attacking cavalry, and not in a town, woods, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the "OT" modifier vs. infantry or artillery not in square and not in a town, woods, entrenched, or with friendly cavalry in the same combat. Use the current formation modifiers in all other combats. b. The "RSP" ("Response") number is used for cavalry recall (with a "-2" recall modifier), rallying, and for infantry attempts to form square (with a "+1" column modifier). General "RSP" modifiers are "-1" if Poor, "+1" if Good and "+2" if Excellent. The disorder modifier is "-3". A modified response number is also the withdrawal modifier. c. Routs: Infantry and gunners=18", cavalry and limbered artillery=27". Routing units always in column or limbered formation. d. Subtract from the "LIN or ULM" speed. Also the cost to "about face". Cannot be used while within 1" of an enemy combat unit. e. Eliminated on "1-3" when alone or when attached to a routed, dispersed or eliminated unit. f. Use the current formation modifier. g. May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade enemy cavalry. h. May dismount. i. Same as when mounted. j. Can all-out attack. Number=army morale value. k. 2 fire hits from one shot or 1 combat hit are required to eliminate an artillery, pack train or wagon crew figure (also disorders the unit). Any artillery, pack train or wagon is eliminated with 2 eliminated crew. l. Gunners without their gun lose their ability to fire. p. May not initiate combats. q. May initiate combats only if attached to infantry or cavalry. r. Rout number is "+1" with 6 or more bases. s. Is skirmish infantry.

26.4 SPECIAL RULES FOR LIGNY:

26.4.1 Game Length: 1500-2030 hours (12 Turns). The French are the First Side.

26.4.2 Arrival Time (French Only):

VI: 1830 hours. In march column at the B9 road end.

26.4.3 The French VI Corps (Optional): Either of the two options listed below may be used:

26.4.3.1: The French VI Corps, which arrived late and played almost no part in the actual battle, may be ignored and left out of the game. If this is done, French army morale is "20" for the entire battle.

26.4.3.2: Use Scenario Rule 1.5.3 to determine the arrival time of the French VI Corps.

26.4.4 Options: The French start with the initiative. Each side has 5 free rolls.

26.5 VICTORY POINTS: The buildings of Ligny are each worth 40/60, the Windmill is worth 130/203, and each other building is worth 19/28 French/Prussian victory points. If the French VI Corps is not used (see 26.4.3.1 above), the buildings are each worth 37/52, the Windmill is worth 123/174, and each other building is worth 18/25 French/Prussian victory points. All towns except Balatre, Boignee and Mellet are considered to be Prussian-controlled at the game's start.

26.6 HISTORICAL LIGNY: Expecting the arrival of the VI Corps to his rear to provide additional reserves and the arrival of the I Corps on the Prussian right flank to draw off the enemy reserves, Napoleon opened the battle by launching "pinning" attacks with his III and IV Corps, while Grouchy tied up the Prussian III Corps with the I Cavalry Corps and II Cavalry Corps. The battle raged with towns changing hands again and again, but the French VI Corps arrived late and the I Corps never arrived at all, requiring a change of plan. Most Prussian reserves had already been sucked into the fighting, so, as darkness closed in, Napoleon sent in his Old Guard infantry east of Ligny, supported by the Guard cavalry and the cuirassiers of the IV Cavalry Corps. The Guard smashed the Prussian center as night fell, old Blucher was unhorsed and ridden down by French cuirassiers (barely escaping with his life), and the battle—Napoleon's last victory—was a triumph. French losses were about 7,000 to 12,000 Prussian losses, although thousands of additional Prussians deserted or straggled off following the battle.

26.7 SCENARIO TWENTY (LIGNY) LABELS:

P [27M] 20 "G(10)+2D Gneisenau	P [27M] 0 "E(10)+3 Blucher	P [27M] 20 "E(10)+3 Blucher/Gneisenau	I [7F] 9 "G(6)+1 Zieten	II [7F] 9 "G(6)+1 Pirch 1	III [7F] 8 "G(7)+1 Thielman	1/I 3 "A(5)+0 Steinmetz	2/I 4 "G(5)+1 Pirch 2	3/I 3 "A(5)+1 Jagow	4/I 3 "A(6)+0 Henkel	5/II 3 "A(4)+0 Tippelskirchen	6/II 3 "G(6)+1 Kraft

7/II 4 "A(5)+0 Bruse	8/II 3 "P(4)+1 Langen	9/III 3 "A(5)+0 Borcke	10/III 3 "A(6)+0 Krausneck	11/III 3 "P(4)+0 Luck	12/III 3 "A(4)+0 Stulpnagel	C/I 4 "G(6)+1 Roder	C/II 4 "G(7)+1 Jurgass	C/III 4 "G(6)+0 Hobe	1B/1/I [12D] PrLN	2B/1/I [12D] PrLN	3B/1/I [14D] PrLW

1B/2/I [12D] PrLN	2B/2/I [8D] PrLN	3B/2/I [14D] PrLW	1B/3/I [8D] PrLN	2B/3/I [8D] PrLN	3B/3/I [10D] PrLW	1B/4/I [8D] PrLN	2B/4/I [14D] PrLW	1B/C/I [8D] PrLC	2B/C/I [10D] PrLWC

3B/C/I [6D] PrLC	I Pr12#	I Pr12#	I Pr12#	I Pr6#	I Pr6#	I Pr6#	I PrHFA	1B/5/II [12D] PrLN	2B/5/II [8D] PrLN	3B/5/II [10D] PrLW	1B/6/II [12D] PrLN	2B/6/II [8D] PrLN	3B/6/II [10D] PrLW

1B/7/II [12D] PrLN	2B/7/II [8D] PrLN	3B/7/II [10D] PrLW	1B/8/II [8D] PrLN	2B/8/II [8D] PrLN	3B/8/II [10D] PrLW	1B/C/II [8D] PrLC	2B/C/II [10D] PrLWC

1B/9/III [12D] PrLN	2B/9/III [8D] PrLN	2B/9/III [10D] PrLW	1B/10/III [8D] PrLN	2B/10/III [10D] PrLW	1B/11/III [14D] PrLW	2B/11/III [10D] PrLW	III Pr6#

1B/12/III [8D] PrLN	2B/12/III [10D] PrLW	3B/12/III [10D] PrLW	1B/C/III [6D] PrLC	2B/C/III [8D] PrLC	3B/C/III [7D] PrLWC	II Pr12#	II Pr12#	II Pr6#	II Pr6#	II Pr6#	III Pr12#	III Pr6#	III Pr6#

Separate labels are provided for *Blucher* and *Gneisenau* for use if the *Blucher* option is used. If the *Blucher* option is not used, use the combined *Blucher/Gneisenau* label.

AdN [20/23M] 23"E(10)+3D Napoleon	AdN/R 10"G(5)+1 Grouchy	G [6F] 9"G(7)+1 Drovot	III [6F] 8"E(5)+2D Vandamme	IV [5F] 9"G(5)+1 Gerard	VI [3F] 9"G(6)+1 Lobau	IC [3F] 5"G(6)+1 Pajol	IIC [3F] 5"A(5)+1 Exelmans	IVC [3F] 5"G(6)+1 Milhaud	1/G 5"E(8)+2 Friant	2/G 5"E(8)+2 Morand	3/G 4"G(6)+1 Duhesme	H/G 4"G(7)+1 Guyot	GA 4"G(5)+0 St. Maurice

7/III 3"G(7)+1 Girard	8/III 3"A(5)+0 Lefol	10/III 3"G(5)+1 Habert	11/III 3"G(7)+1 Berthezene	3C/III 3"G(7)+2 Domon	12/IV 3"A(5)+0 Pecheux	13/IV 3"G(6)+0 Vichery	14/IV 3"A(4)+0 Hulot	7C/IV 4"A(5)+0 Maurin	19/VI 3"A(5)+0 Simmer	20/VI 4"G(6)+2 Jeanin	21/VI 3"G(5)+1 Teste	4C/IC 4"A(6)+1 Soul 2

9C/IIC 3"A(5)+0 Strolz	10C/IIC 4"G(5)+0 Chastel	13C/IVC 3"A(5)+0 Wathier	14C/IVC 3"G(6)+1 Delort	1B/1/G [7D] FrOGD	2B/1/G [5D] FrOGD	1B/2/G [7D] FrOGD	2B/2/G [5D] FrOGD	1B/3/G [7D] FrYGD	2B/3/G [7D] FrYGD	1B/H/G [4D] FrGHC	32/H/G [4D] FrGHC

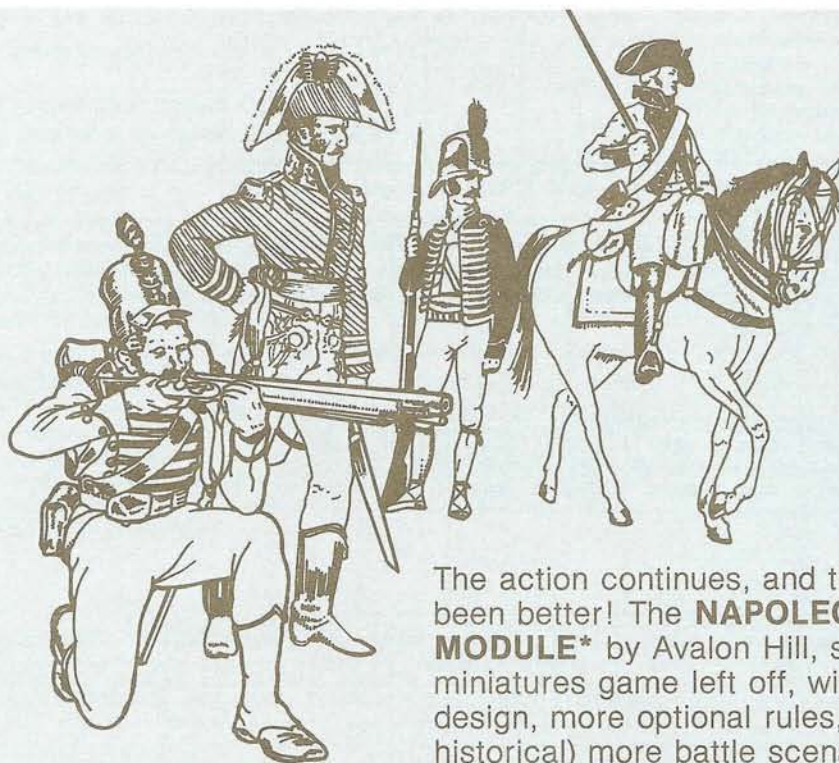
GA FrG12#	GA FrG12#	GA FrG12#	GA FrG12#	GA FrG6#	GA FrG6#	GA FrG6#	GA FrG6#	1B/7/III [12D] FrLN	2B/7/III [8D] FrLN	1B/8/III [12D] FrLN	2B/8/III [8D] FrLN	III Fr12#	III Fr6#

1B/10/III [12D] FrLN	2B/10/III [12D] FrLT	1B/11/III [12D] FrLN	2B/11/III [8D] FrLN	1B/3C/III [6D] FrLC	1B/12/IV [12D] FrLN	2B/12/IV [8D] FrLN	1B/13/IV [8D] FrLN

2B/13/IV [8D] FrLN	1B/14/IV [8D] FrLT	2B/14/IV [8D] FrLN	1B/7C/IV [8D] FrLC	IV Fr12#	IV Fr6#	1B/19/VI [8D] FrLN	2B/19/VI [8D] FrLN	1B/20/VI [12D] FrLN	1B/21/VI [8D] FrLT	VI Fr12#

VI Fr6#	1B/4C/IC [8D] FrLC	IC Fr6#	1B/9C/IIC [8D] FrLC	1B/10C/IIC [6D] FrLC	2B/10C/IIC [6D] FrLC	1B/13C/IVC [5D] FrHC	1B/14C/IVC [4D] FrHC	2B/14C/IVC [4D] FrHC	IVC Fr6#	IVC Fr6#	IIC Fr6#	IIC Fr6#

For those curious as to the numbering of the two new scenarios for *NAPOLEON'S BATTLES* found in this issue (these are numbered #19 and #20, while the last found in the *Expansion Module* is #17), be advised that the "missing" Scenario Eighteen (the battle of "Villa Costa"—a fictitious meeting engagement between a British-Portuguese and a French force in Spain in 1812) will appear in a future issue of *The Courier* (Vol. 10, No. 1). This scenario accompanies an article by Bob Coggins, co-designer of *NAPOLEON'S BATTLES*, describing the play of a pair of sample games for the readership of that oldest of American periodicals devoted to miniatures wargaming. The piece is intended as an introduction to this set of rules for experienced miniatures gamers. Those among the readership who might be interested in yet another scenario are urged to write the managing editor, Mr. Richard Bryant (c/o *The Courier*, P.O. Box 1878, Brockton, MA 02403) and inquire as to appearance of Scenario 18.



Just when
you thought
it was safe to
go back on the
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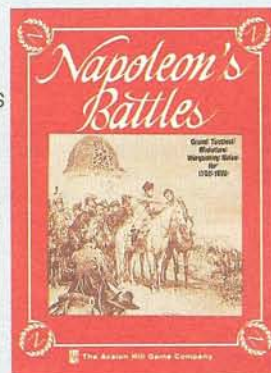
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*This is not a complete game. Use of Avalon Hill's NAPOLEON'S BATTLES game is required to employ the information in this module.



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NAPOLEON'S LAST CHANCE

A Waterloo Scenario for EMPIRES IN ARMS

By John Sakelaris

After many years of war with Great Britain and various continental powers, it appeared that Napoleon had been defeated at last when the Emperor abdicated his throne in April 1814. Huge Allied armies had converged on France in that spring after *le Grande Armee* had suffered severe losses in Spain, Russia and central Europe. France was worn out, and the abdication saved France from added wartime sufferings that year. Napoleon was sent into exile on the nearby island of Elba, the old Bourbon monarchy was restored, and Europe's armies were largely demobilized.

But over the subsequent months, popular opposition to the Bourbons (who seemed to have learned nothing from their past excesses) and the Allies quarreled over the future Europe's borders. Napoleon and his loyal supporters saw the chance to return. In March 1815, Bonaparte slipped from Elbe and returned to the continent. The Bourbons quickly took flight, and Napoleon resumed control of France's destiny. With the Allies so divided, there arose the hope in Paris that a Napoleonic France could be, if not dominant, at least strong and independent.

However, the Allies wanted no dealings with Napoleon and, upon learning of the Emperor's return, immediately declared him an outlaw. Great Britain, Prussia, Austria, Russia, Sweden, Spain, Portugal and numerous lesser states called their soldiers back to the colors. As the various nations mobilized in the next two months, it became clear that Napoleon would lose any lengthy, full-scale war against the coalition of his enemies. Given until December, they could send over a million men against his depleted nation.

Napoleon had but one slim hope. He would use the 124000-man force he had mobilized by June to surprise and defeat the initial Allied forces assembling in nearby Belgium—a 122000 militia-laden Prussian army under Gebhard Blucher, and an incongruous 94000-man British, Dutch-Belgian and Hanoverian force under the Duke of Wellington. With these forces crushed and the other French frontier defenses (notably Lorraine) holding firm for that month, there was hope among the French command that the coalition would collapse in disarray once again. Had Napoleon not won against similar odds in the past?

In terms of the game *EMPIRES IN ARMS*, Napoleon had three areas in Flanders to choose from as he planned to cross the frontier. To the west, near Antwerp, the British had their crucial supply lines; to the east was Liege and the Prussian supply lines. In the center, near Namur, was positioned the main portion of the Prussian army. To the northwest, around Brussels, was the bulk of the British army and its "minor free state" allies.

Ignoring the temptation of attacking the supply depots, Napoleon crossed into the central part of Flanders to challenge the two Allied armies themselves; time was of the essence in his scheme. Entering the "Namur" area, his *Armee du Nord* made an "assault" against the Prussians there (in what would be the Battle of Ligny). The Prussian commander Blucher chose a "counterattack", moving forward to meet the French threat. Napoleon had an initial edge, due to his army's cavalry, artillery and Guard strength, but as the day continued the adjacent British-Allied army under Wellington was able to reinforce the Prussians by taking up a position nearby (in what would be called the Battle of Quatre Bras). The Allied side was forced to retreat later that day after a collapse of

Prussian morale, but since one French corps had been inefficiently countermarched, the bulk of the Allied force survived. (A missed chance such as this is simulated in the game by rolling a "1" during pursuit.)

The British and Prussian commanders dared not retreat far; all of Europe was watching. Battle was given again two days later at Waterloo and Wavre, also both in the "Namur area". (While the French were still on the overall offensive, to be sure, this *EMPIRE IN ARMS* description might simulate a second clash in the Allied players' half of the turn.) This time the renowned Iron Duke was in front-line command on the Allied side. After years of Anglo-French conflict, the best commanders of both were finally to do battle! Wellington attempted an "out-flank", using the depleted Prussians as the flank force. Napoleon selected an "escalated assault" (although, in this particular sequence, it might be better called an "escalated counterattack"). As Wellington would later describe it, "Napoleon did not maneuver at all. He just moved forward in the old style, in columns, and was driven off in the old style." Still, while awaiting the arrival of the Prussians, the British had some anxious moments and took some heavy losses. Once the Prussians arrived, French problems mounted. Napoleon's efforts at this point were frustrated by two French corps under Grouchy going astray near Wavre (again, simulated in the game by a low die roll).

There remained but one chance for Napoleon—his Imperial Guard. Many have argued that he should not have held it in reserve for so long. The Guard was committed at day's end, and suffered heavy losses in their unsuccessful attempt to break the Allied morale. This failure led to the total collapse of French morale, with the Allied cavalry taking an additional heavy toll in French strength in the pursuit. When it was all over, the *Armee du Nord* contained only about half the men it had had when it began the invasion of Flanders.

While other French forces on the borders held quite well, including a victory in Lorraine, the writing on the wall was clear to Napoleon. He abdicated again, and was taken by the British to the more secure island of St. Helena (where he would die in 1821). France was pronounced tamed at last, but did not suffer as harsh a settlement as might be expected. Her frontiers were generally preserved as Napoleon's various successors convinced the powers of Europe that the treaties must be kept. Europe began 99 years of relative peace.



[13.7] THE 1815 WATERLOO SCENARIO: Returning to the continent from exile, Napoleon sets out to re-establish the glory of France. The following covers the brief, decisive 1815 campaign.

13.7.1 FORCES SETUP:

13.7.1.1 ALLIED FORCES: The Allied forces are set up first.

13.7.1.1.1 British Forces:

- A. 10M in Antwerp
- B. 1 Hanover corps with 7I in the Antwerp area.
- C. 1 C corps with 6C, the Holland corps with 12I and 2C, and the WELLINGTON leader in the Brussels area.
- D. 2 corps with 13I, 5M and 1Gd split in any manner between the Antwerp and Brussels areas.
- E. 1 depot in the Antwerp area.

13.7.1.1.2 Prussian Forces:

- A. 3 corps with 27I, 18M, 6C and the BLUCHER

leader in the Namur area.

- B. 1 corps with 6I, 8M and 3C in the Liege area.
- C. 1 corps with 8I, 5M and 1C in the southern area of The Duchies.

D. 1 depot in the Liege area.

13.7.1.1.3 Austrian Forces:

- A. 1 corps with 5I and 10M in the Ulm area.
- B. 1 depot in the Ulm area.

13.7.1.2 FRENCH FORCES: The French forces are set up second.

- A. 25M in Paris.
- B. 1Gd corps and one Artillery corps with 10Gd, 7A and the NAPOLEON leader in the Paris area.
- C. 5 corps and 4 C corps with 23I, 16M, 13C and the NEY leader in or adjacent to the Paris area.
- D. 1 corps with 5I, 5M and 2C in the Lorraine area.
- E. 3M in Strasbourg.
- F. 1 depot in the Paris area.

13.7.2 STARTING MONEY: Britain starts the game with \$1, Prussia with \$1, Austria with \$2 and France with \$2.

13.7.3 CONTROL:

ALLIED controlled territory consists of Flanders, Holland, Kleves, Berg, Hesse, The Duchies, Baden, Palatinate, Wurttemberg, Bavaria and Switzerland. **FRENCH** controlled territory consists of the French home nation.

13.7.4 REINFORCEMENTS: None; no new factors or corps are available.

13.7.5 TIME: The game lasts one turn only: June 1815.

13.7.6 SPECIAL RULES:

- A. Only the Western Map is used.
- B. The British 10M in Antwerp and the French 25M in Paris may not be placed in corps.
- C. The supply of Allied forces are traced to their respective depot areas.
- D. No new depots may be built during this scenario.
- E. The Hanover corps has only its printed 2.0 morale. (Rule 12.3.2 cannot apply because Hanover had not been British-controlled for 24 continuous months prior to June 1815.)
- F. The "Withdrawal" chit may not be chosen for a French force commanded by Napoleon in combat.
- G. (OPTIONAL) Rule 12.3.6, if used, applies to any Allied force in this modified manner: When losses are removed from the forces of Austria, Britain, Hanover or Holland, they are removed in a proportional split among their numbers in accordance with 12.3.6, but losses from Prussian forces need not be proportional with those of the other Allies.

13.7.7 VICTORY:

A. The Allied player wins at the end of the turn by accomplishing the following four requirements:

1. No unbesieged French forces in Flanders.
2. An Allied depot in either the Antwerp or Liege area.
3. Total Allied losses (in SP) may not exceed five higher than French losses.

4. In the Allied portion of the turn, the Allied player must have initiated field, limited field, trivial and/or siege combat that resulted in one of the following:

- a. The Allies winning at least one combat.
- b. The French losing at least ten SP in one combat.

B. The French player wins at the end of the turn by accomplishing the following four requirements:

1. French control of Paris.
2. At least one infantry corps in the Lorraine area.
3. Total Allied losses must be at least 30 SP.
4. French losses must be within the following limits:
 - a. If an unbesieged French corps ends the turn in Flanders, French losses must be at least ten SP less than total Allied SP losses.
 - b. If the French do *not* have an unbesieged corps in Flanders, French losses must be at least 15 SP less than total Allied losses.

C. Any other result is considered a DRAW.

13.7.8 NOTES:

This scenario omits the less active front along the French Alps border with Austrian-controlled Italy that had troops still in the process of mobilizing in June 1815. Also omitted was an even less active front along the Spanish border. The continent's attention was focused on France's more exposed northeastern frontier (as would be true in other wars).

The Antwerp "city" on the map may be taken as an agglomeration of several cities used to link the British land forces with their fleet, notably Ostend and Ghent. Since only one Movement Phase is available to each side, certain special rules were instituted to prevent "endgame" moves that the historical commanders would not have tried. For example, Wellington dared not strip his Antwerp area bases of all British forces while he fought Napoleon in central Flanders.

Many historians believe that the "Holland corps" would have defected to Napoleon could he but have sustained his campaign. This is simulated here by giving the French player an allowance for more casualties if he can maintain unbesieged forces in Flanders.

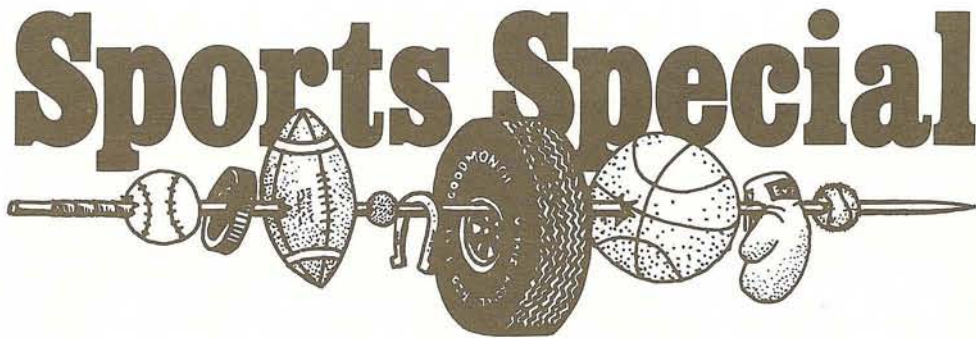
While a "Draw" is possible, such a result should be seen as a defeat for both sides. Not only did the outnumbered French need a decisive and immediate victory, but the British, Prussian and Austrian statesmen wished to wrap up the war quickly, if possible, to avoid any major involvement by Russia.

As in the historical campaign, players will discover that there is no substitute for making the best operational choice. However, those familiar with the *EIA* matrix are aware that there is no single optimal chit choice. For the French player, commitment of the Imperial Guard can also be critical. This unique one-turn campaign is very much a "battle scenario". It is hoped that all who enjoy the game can take pleasure in a scenario that can be lost, and set up for play again as the opposing commander in the same hour.



VG Price Increase

With the printing of the new February 1991 Price List, readers might want to take note of an increase in the cost of a number of Victory Games products. The VG titles affected (with new price in parentheses) include: AMBUSH (\$35.00), CIVIL WAR (\$25.00), GULF STRIKE (\$40.00), LEE vs. GRANT (\$21.00), MOSBY'S RAIDERS (\$20.00), NATO (\$20.00), PACIFIC WAR (\$49.00), SHELL SHOCK (\$36.00), TOKYO EXPRESS (\$36.00), 5th FLEET (\$36.00), 2nd FLEET (\$31.00) and 3rd FLEET (\$36.00). This price increase takes effect immediately, and shipping/postage costs for mail orders must be computer based on the new prices.



OPTIONS IN SP-FOOTBALL

By James C. Gordon

The basic optional rules in *STATIS-PRO FOOTBALL* offer sufficient detail to make the game a realistic simulation of pro football for most fans. However, dedicated players with a taste for ever more complexity might look closely at several aspects of the sport which have been generalized in the design. I have. And here are some of my suggestions, for implementation together or singly:

Shifts & Motion: After both players set their alignments, the Offensive player can change formation, or put a man in motion (designated by turning his card sideways) and the Defensive player can respond with shifts. The Offensive player can (one action only):

1. Set a running back out in a flanker box.
2. Put a running back in motion, moving out to the flanker box.
3. Put a flanker in motion, switching flanker positions.
4. Move a flanker up to split-end box, moving the tight end back.
5. Put tight end in motion to opposite flanker box. The Defensive player can then (one action only):
 1. Move linebackers up to Row 1 or back to Row 2.
 2. Shift linebackers sideways one box.
 3. Move safeties between the rows.
 4. Shift linemen sideways one box.

Backs & Pitchout: The standard pro set or split backs use boxes B1 and B2. Now the Offense can set a single running back in B3, or two backs in an I-formation using boxes B2 and B3 (the tailback). From the I-formation, a pitchout play can be directed either right or left. The tailback (or single back) is the ball carrier, and the Offensive player turns a FAC and reads the run modifiers before choosing to run inside or outside. A defensive key on the tailback always applies and the run is resolved normally.

Shotgun: The Offensive player can use the shotgun formation by setting the quarterback in box B3. From the shotgun, the completion range on all Quick passes is increased by +4. A "Shovel" pass can be thrown to any running back, using the Quick pass with a completion range modifier of +10. Shovel passes are completed two yards behind the line of scrimmage.

Option Play: The Offensive player can call an Option play by designating the direction, right or left, and the trailing back. After the Defensive player announces his defense and key, draw a FAC for an inside running play by the quarterback and check the run modifications. Then, the Offensive player can elect to either continue running the quarterback, or lateral the ball and roll for a possible fumble (using a +10 modifier for the fumble recovery). After a successful lateral, the running back runs a sweep normally.

Pass Direction: The Offensive player indicates the

direction of his pass plays. Make three additional strategy cards, labeled "Left", "Right" and "Center". The Defense can focus its pass coverage in any of these three corresponding sectors (e.g., the Defensive "Left" is the same area as the Offensive "Left"), or play a straight coverage without a shift. The Defensive player makes his choice secretly before the play is resolved. Use the table below to determine the modification to the completion ranges of Quick/Short/Long passes:

Defensive Choice	Offensive Choice		
	Left	Center	Right
Left	-8/-4/-2	+4/+2/0	+8/+4/+2
Center	+4/+2/0	-8/-4/-2	+4/+2/0
Right	+8/+4/+2	+4/+2/0	-8/-4/-2
Straight	+2/+1/0	+1/0/-1	+2/+1/0

If the play is directed to a receiver other than the primary target, this modifier does not apply.

Pass Patterns: The Offensive player designates the type of pass pattern that each receiver will run—either Quick, Short or Long. When the FAC card directs the pass to a secondary target, the pass pattern may change as well. If the quarterback scrambles away from the pass rush by getting a run result, the pass receivers can "shorten" their pattern by one level (i.e., Long to Short, or Short to Quick). The Offensive player then has the option of running the quarterback or attempting another pass, with completion range modifiers of -10 on Quick and -6 on Short pass.

A "Swing" pass can be thrown to a running back (resolved as a Quick pass with a modifier of +8 on the completion range). If complete, the back uses the Short Gain column, starting five yards deep in the backfield. When the resolution card shows the Break result as a run modifier, the back gets a Long Gain.

Blocking Techniques: Offensive success these days depends heavily on blocking. On each running play, the Offensive player chooses one interior lineman as the key blocker during that play. If the FAC drawn lists that lineman, and no other, as the modifier, decrease the Run# by -1. There is no modifier if the FAC result shows the lineman versus a defensive box. A few restrictions apply to lineman selected. If using the quick pitch, only the tackle or end from the same side can be designated. On inside running plays, only the center or either guard can be designated. A tight end in motion throws a block on an inside running play if the BK modifier is indicated.

Line Stunts: Defensive linemen located in adjacent boxes (A-B, B-C, C-D, D-E) can run line stunts. If the Offense runs directly into the stunting linemen (for instance: SL vs. A-B, IL vs. B-C, IR vs. C-D, SR vs. D-E), the Run# receives a -1 modifier. On passing plays, when a Pass Rush, the sack range is increased by a +5 modifier. If a running back is kept in to block, the stunt is nullified.

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A BED OF STEEL

Strategy in 1830

By Alan Applebaum

The 1830 game system is one of the finest multi-player systems around. As Edward Fahrmeier noted in his article "All Aboard" (Vol. 23, No. 6 of *THE GENERAL*), it is possible for players to recover from a bad start; yet it is difficult to "gang-up" on the leader and reduce the game to a wild scramble with an arbitrary winner. Moreover, it is as close to a game of pure skill as a multi-player game can get, especially if all the players are competent so that their actions are reasonably predictable. Careful long-term planning is usually rewarded, while errors are mercilessly punished. Best of all, unlike *CIVILIZATION* or *DIPLOMACY*, the game is self-balancing because the cleverly-designed private company auction forces players to pay more for the most desirable private companies. Avalon Hill is to be congratulated for improving the already-excellent 1829 (1830's forerunner) system by increasing player interaction while simultaneously reducing playing time to a comfortable evening.

"Alliances" can be useful in 1830, but diplomacy should not play a major role. Because play is sequential rather than simultaneous, one member of an alliance will usually have an opportunity to betray another without fear of retaliation. Furthermore, most alliances typically benefit one member much more than the other, and that inequality will be fairly obvious. For these reasons, alliances are generally not a large factor in the strategy, beyond the point of two players tacitly or explicitly cooperating to develop a particular section of the mapboard.

Like Mr. Fahrmeier, I too think the game divided into three phases; but I define each of them slightly differently. The "opening" is the time before the sale of the first "4" train; the primary features of this phase are the development of the players' stock portfolios and the struggle for control of the most desirable railroad corporations. In the second phase (or "middle" game), the primary focus is on the second stage of corporation start-ups and the acquisition of "permanent" trains. (I include the "4" train purchases here since the decision whether to purchase a "4" train usually determines when a railroad will acquire a permanent train and what kind it will get.) This second is the phase in which several railroads will be running for capital rather than for dividends, and one or more players may face bankruptcy. In the end game, which begins when all railroads have a permanent train, players turn their attention to maximizing their railroads' runs while impeding opponents by selling stock in their railroads, placing tokens to block routes, or looting and dumping jointly owned corporations. Many games are so close that one corporation's gain or loss of one row or column on the stock chart can determine the winner.

In this article, I will discuss each phase of the game separately. In the course of the discussion I will try to review and comment on the ideas expressed by Messers. Shelley and Fahrmeier in their articles in the 1830 feature issue of *THE GENERAL*.

The Opening

The first task facing the players is to bid for the private companies. In general, I agree with the comments of both Fahrmeier and Shelley. The *Baltimore & Ohio* (B&O) provides the presidency of a good railroad corporation, but because it does not generate recurring revenue and may not be sold to a railroad corporation, it is not worth much more than its face value. The *Camden & Amboy* (C&A) is unquestionably the most valued private company in relation to its base price, often selling for more than \$200. The

fewer the players in the game, the more the C&A is worth, for in a three- or four-player game purchase of the C&A will not prevent its owner from becoming president of a corporation in the first stock round. I generally don't show much interest in the other private companies, but will buy any of them at face value. The *Delaware & Hudson* (D&H) is probably worth a bit more than its face value of \$70, but our experience has been that most attempts to use its special power of "teleportation" to hex F16 end in failure (more on this later). I believe Mr. Fahrmeier is incorrect in stating that the *Mohawk & Hudson* (M&H) cannot be sold to a corporation; the option to exchange it for a share of *New York Central* (NYC) or sell it to a corporation makes it worth more than \$110, but it is still a poor cousin of the C&A. While I am no fan of the *Canadian Pacific* (CP) in general, it is poor strategy to run this railroad early in the game without possession of the *Champlain & St. Lawrence* (C&StL).

In a game of fewer than six players, therefore, if not buying the C&A, a player should not spend so much on the private companies that he cannot start a corporation on the first round. This means you need \$402, or \$335 if you can start the *Pennsylvania Railroad* (PRR) because of the free share which accompanies the C&A. In a five-player game, you may buy a private company if you are sure that you will have enough cash by the third stock round to start a company.

These calculations may seem cumbersome at first, but are necessary for good play of 1830; if at any point in the game you find yourself or your railroad just a few dollars short of taking an important action, you are in trouble and it's probably your fault. The only time this type of analysis really fails is if someone unexpectedly sells shares ahead of you that you were planning to dump, thus lowering the price. (This brings me to rules #1: I think all player and railroad holdings should be public. Since all transactions are public, keeping cash holdings secret simply rewards the players with better memories and slows down the game by requiring players to recap long sequences to figure out how much money a player or a corporation may have. Public disclosure also allows the players to catch each other if they—accidentally, of course—make an error in a transaction with the bank. With full disclosure, analysis and psychology, rather than memory, become the paramount virtues—a benefit, in my view.)

In conclusion, the only private company worth getting really excited about owning is the C&A; the others should not fetch more than \$10 above face value. Buying a private company also affects the turn order, of course, and can cost you the chance to start the corporation of your choice.

After all the private companies have been sold, the next decision facing a player is whether or not to attempt to become president of a railroad. When we first began playing 1830, only two or three corporations would "float" (begin operating) on the first stock round. When the presidents of those first two or three consistently won most of the games, we realized that it is usually better to start a poorly-capitalized railroad than none at all. There are several reasons for this.

Becoming a minority stockholder in someone else's corporation benefits the president a lot more than it does you. You help drive the stock market token upward on the chart (if all shares are in player's hands); you reduce the number of shares the president must buy to float the railroad; and you

give the president the option of dumping the railroad whenever the priority card is favorably placed for him. Even if you sell your minority position after three or four operating rounds, the president doesn't greatly mind. You have temporarily driven the stock price down, but this is offset by the creation of bank pool shares which can be used to increase the railroad's treasury without running for capital. Alternatively, the president (or other players) may purchase the shares from the bank pool at a discount which is unavailable to you (since you cannot sell and buy the same type of shares in the same stock round).

Another major reason to start your own company rather than help someone else do so is that it gives you an opportunity to sell your private companies. Typically, the players who do well in a game have sold their private companies into their own corporations at a handsome profit and then managed to rescue the corporation they "looted" by various stratagems we will discuss later. Those who play an "honest game", operating their railroads to maximize the railroad's success rather than their own, will find themselves falling behind, especially in games with fewer than five players.

Third, starting a railroad in the first stock round reduces the number of non-productive operating rounds for you. If you invest in a minority position in a corporation at the beginning of the game, the shares will not produce revenue on the first operating round simply because the railroad does not have a train. If, a few stock rounds later, you sell your minority holding and start your own company, you will not get revenue from your six new shares on the next OR for the same reason. You would have been better off starting a railroad of your own at the beginning, even at a lower price. Even if you must capitalize an extra time in the middle game because of the low railroad treasury, you are still better off than if you had started with minority positions planning to begin your own railroad later.

Finally, starting a railroad early gives you a head start on track development, as well as rightward movement of your corporation's token on the stock chart. Early in the game, the revenue generated by a share of stock is more important than its share price, so a \$76 or \$71 railroad is as good as a \$100 one. In some ways, it is better, because a lower starting price enables you to invest in more shares of stock as well as allowing you to profit from upward and rightward movement on the stock chart. It is hardly ever worth waiting an extra stock round simply to start your first railroad at a higher price.

The only time it is really attractive to be a minority shareholder early in the game is if all the outstanding shares will be bought so that the token will move up a row on the stock chart each round. If you sell at the right moment, you will have a handsome profit since the shares will have appreciated significantly in price in addition to generating revenue each operating round. If you mis-guess the president's intentions, however, you may be trapped in a no-win situation. He will either begin running for capital, shutting off your income and driving the stock price lower, or will loot the railroad and dump it onto you.

Buying the presidency without enough money to float the railroad is even worse than taking a minority position. It is true that some other players may not be able to start a railroad of their own and will have to buy a minority position in some railroad. If you can't buy enough shares to float alone, you are at their mercy. If they invest in a different railroad, you are stuck with dead shares. Probably one

president will be bailed out in this situation—usually the B&O because of its high potential early revenue—but a second hardly ever will be (except in a six-player game perhaps). Once one non-president buys a minority position, later-playing non-presidents will tend to buy the same stock to benefit from the row rise on the stock chart and to avoid helping any other corporations float. If you buy only the president's certificate and then wait to see what the other players will do before committing yourself further, you won't be as badly burned if no one helps you out. But you may lose the chance to buy all the shares you want. Moreover, you will end up buying stock after everyone else is done and thus place the priority deal card to your immediate left, ensuring that you will buy last in the next stock round. In summary, unless starting the B&O (or there are no "live" shares to buy), don't even consider starting a railroad with insufficient funds to float it unless the other players have previously shown a tendency toward generosity. The only exception, of course, is in a six-player game, where no railroad other than the PRR can be started by a single player in any case.

Once you decide to start a railroad, you must choose *which* one to start. The predominant view among my circle of players is that the PRR is far and away the best choice for an early start. The PRR/C&A combination is extremely powerful; players who hold these seem to win more than their share of our games (unless the C&A auction soared far over the \$200 level). Even if the PRR and C&A are in different hands, we find that the C&A is quickly sold by its owner into another corporation so he can start a second new corporation early. If this does happen, hex X18 is freed quickly and the PRR runs for excellent revenue. Even if H18 is tied up, the PRR and B&O presidents can cooperate to generate fairly good runs between H16 and Baltimore. Only the very first PRR dividend (usually \$3 per share) will be substandard.

Not only does the PRR have excellent access to the lucrative Baltimore-New York corridor, but it is unique among the companies in that: 1) it only requires the President to purchase five shares to begin operation, and 2) it does not need to build any bridges or tunnels to achieve an optimal run with a "5" or "6" train. This means that it needs to run for capital fewer times than other railroads, and can so be started at a lower price, enabling its owner to invest in more shares of stock. In fact, it is not unrealistic to construct a budget for the PRR that requires no capitalization at all:

"2" train—\$ 80
 "3" train—\$180
 "5" train—\$450
 H16 token—\$ 40
 total — \$750

Thus the PRR can be started as low as \$76 per share (an initial investment of only \$380 for the president) and still have an excellent chance to become the highest-valued stock by the end of the game. If the B&O is started early and its president cooperates (as is in his interest to do), the PRR can expect to run for up to \$200 with a "2" and "3" train in the early game (I15-H14-H16 and I15-I17-H16-H18) and eventually have a permanent run for a "5" train of \$270 (New York-H18-H16-H10-Chicago).

Of course, this is the ideal scenario. It requires that the C&A owner and the B&O president do not go out of their way to impede the PRR's development, and that the PRR gets an opportunity to buy a "5" train. Nonetheless, the prospect of ending the game with six shares worth \$350 each and generating \$27 each per operating round usually makes the PRR the first choice for being floated. An added incentive, of course, is that the PRR has four station tokens.

The best other early-start railroad is the B&O. As owner of the B&O private company, I always

start with the B&O if possible, even at a low price. While the B&O is generally required to construct bridges (J14 and I17), the huge revenue it can generate early in the game gives its president a big boost. This high revenue is necessary for the B&O president to keep pace with other players who will sell their private companies to their own railroads. Fortunately, the B&O has by far the best potential runs of any corporation during the early operating rounds. A sample development will show this: on the first operating round, the B&O plays J14 and buys three "2" trains. On the second round, if green tiles are available, it upgrades J14, builds a station there and runs for \$170; if green tiles are not yet available, it plays a straight track in I17, builds a station in J14 and runs for \$140. This latter course burns an alarming \$440 from the treasury, but one or two runs for capital at \$250 or so (after a "3" train has been bought at the earliest opportunity) will restore the treasury to within purchase price of a permanent train. The B&O tends to dominate the game if other players buy into it during the opening stage; if they don't, and bring out the "4" trains early starting their own railroads—thus killing the "2" trains—the B&O is still an above-average investment.

Some players prefer to keep the B&O railroad dormant and collect their \$30 private company revenue each round, but that appears to be a losing decision. The following chart shows an ordinary sequence, with the consequences for Player A who starts the B&O railroad at first opportunity and for Player B who doesn't. The figures refer to the accumulated cash generated by the private company or the two shares of B&O stock that it brings.

Operating Round	Player A	Player B
1	\$ 30	\$ 30
2 (run for \$140)	\$ 58	\$ 60
3 (run for \$210)	\$100	\$ 90
4 (run for \$250)	\$150	\$120

Even if the "3" trains are delayed or if the "2" trains disappear after the fourth operating round (and the B&O's run reduced to \$110 or \$120), the amount of cash generated by the two active shares in Player A's hand will not fall far below that generated by an active B&O private company. Add in Player A's increasing stock value, the benefits of corporation ownership, and the head start the B&O will get in track development, and the clear advantage lies with Player A's strategy. The player starting the B&O late will likely find himself shut out of H16 (and probably New York as well); the B&O will have lost its geographical advantage. On the other hand, allowing another player to take control of the B&O sacrifices the value of the presidency for which you have paid a premium. The fact that two expensive shares of stock are tied up far outweighs the short-term revenue gain (if any) provided by the private company.

The only variation of the "B&O Delay" which appears viable is to pass during the first stock round, until either all other players have spent all their money or someone has bought B&O stock or started the *Chesapeake & Ohio* (C&O). If neither of the latter two events occur, it is reasonably safe to delay floating the B&O because your control of the B&O corporation and hex H16 are not immediately threatened. Another factor to consider is whether you expect the PRR president to work with or against the B&O. If the PRR president wants to be nasty and the B&O should be delayed three or four operating rounds before starting, the B&O may be permanently prevented from getting a decent run. On the other hand, a cooperative PRR president can do much of the B&O's early track development for you.

After the PRR and the B&O, the next "tier" of starting railroads consists of the abovementioned C&O, and the *New York, New Haven and Hartford* (NYNH). The *Erie* is out of the question, of course.

The *New York Central* (NYC) runs too poorly with "2" trains and yellow tiles only; the *Boston & Maine* (B&M) is just a poor cousin of the NYNH; and the *Canadian Pacific* (CPR) has too little potential.

The C&O is a railroad full of promise. Unfortunately, it rarely delivers on that promise. Like the PRR, it has no immediate need to waste money on bridges or tunnels; but unlike the PRR, it will always be shut out of the Baltimore-New York corridor—unless the B&O is not started early. I have seen very few games in which H16 was not occupied by a PRR and B&O token at the earliest possible opportunity. Moreover, the C&O has one less token than the PRR.

There are at least three basic strategies which can be employed by the C&O president. If the B&O is not started early, the obvious choice is to sprint for hex H16. This option includes buying only one "2" train and playing tiles on G7, H8 and H10. Unfortunately, even if the B&O is started a round or two late, you can still lose this race. The decision to follow this path depends upon how committed you think the B&O president is to keeping the corporation dormant. Even if the race to H16 is lost, playing tile #2 on G7 prevents its use on G17 (where it has unique value in developing highly profitable runs for the B&O, PRR, NYNH and/or NYC).

The C&O's second strategy is the high-spending, high early-revenue course similar to that suggested for the B&O above. Build a sharp curve in G5 toward F4 during the first operating round. Then build a bridge in F4 and buy a second train during the next operating round. On the third and fourth, build two F4-Chicago runs by upgrading F4 with tile #15 (when available), placing a token in F4 and building a sharp curve in E3. On the fourth operating round, if the green tiles are available, you will be running for at least \$170 with a "2" and a "3" train. On the next round, you can play another sharp curve in G3 and boost the run to \$240 if you have two "2s" and a "3". Unfortunately, this is pretty slow development in comparison with others, and costs \$420 from the treasury. It is unlikely that the other players will allow you to run for \$200+ more than once before buying a "4" train and spoiling your fun. Your long-term development prospects are now fairly poor as you will never reach the East Coast; expect to survive with a permanent run of \$230 or less. Your permanent run can be slightly improved by developing E5, but this costs an additional \$80 and damages your short-term prospects as you will probably wish to play tile #14 rather than #15 on hex F4 to reach E5 (reducing your access to Chicago).

The third *feasible* strategy for C&O is that of the "D&H teleoperation". On operating round #1, play a tile in G7 so that, should green tiles be available on the next round, you can play at F16 and still have a run. On the first operating round possible, buy the D&H with the C&O and spend \$120 to place a tile at F16. The tile can be pointed either EW or NW-SE. Eventually you hope to establish a "4" train run of New York-F18-F16-G17-New York (worth \$210) or a "5" train run extending to H18 (worth \$260). This is a very nice set up, but takes a long time to establish; other nearby railroads may interfere with your plans, and your runs will be poor until New York is upgraded. If you are forced to do this yourself, you will have spent \$495 (at least—\$80 + \$180 + \$35 minimum + \$80 + \$120). If you also decide to buy a "4" train, you will get some great runs but will likely use them for capital since, even if you started the C&O at \$100 per share, you will have but \$215 left in its treasury. If you opt not to buy the "4", then you will have gained little from the D&H play. Your "3" train could run for \$130 from Cleveland to Chicago, the same as F16-G17-New York when fully developed. But you can manage a "5" train run of \$250 out west at less expense (Chicago-

E5-F4-H4-Gulf). The play in hex F16 does help the NYNH and NYC however, so if you own one of those corporations or expect to, you may have more to gain than this.

The NYNH president also has several viable options. The short-term strategy is to build toward Boston and purchase two "2" trains and a "3" train, placing a token in F22 and quickly running New York-F20, F21-F22 and F22-F24-Boston (for \$140 with yellow tiles or \$200 for green). This will involve a bridge on F22 (\$80), bridge in New York (\$80), token in F22 (\$40), two "2" trains (\$160) and a "3" train (\$180)—or about \$540. Your best "3" run will probably be New York-F20-F22 for \$100, so to stay within one round of a "5" train you must start the railroad at \$90 per share. The permanent NYNH run will likely be confined to New York-Boston (\$190 when fully developed), so a "5" train is all you can use. One advantage of this is that your play in hex F20 seriously impairs the development of the NYC, especially if all the sharp curves are in play so that it cannot establish a run with only two tile lays.

A longer-term strategy for the NYNH is to play tile #69 toward Albany, eventually hoping to cooperate with the NYC and establish a coast-to-coast route. Your hope is that the NYC president will pick up the tab for upgrading New York, while the NYNH plays its station in E19 or perhaps F16. The NYNH thus lays out only \$300 for a "2" train, a "3" train and a token in Albany in the early going, and can afford a "4" later with a view towards acquiring a diesel. The best version of this strategy is for the NYNH president to acquire the NYC also, of course, but this will usually demand bankrupting the NYNH by selling it private companies. Otherwise, another player will surely grab the NYC first as it will have a head start on track development.

The NYC itself is an endless source of fascination in our gaming group. Its four tokens and proximity to New York make it extremely attractive as a long-term investment, but it tends to run very poorly early in the game. Its initial run is only \$30, and it cannot conveniently run a second train until several green tiles have been played. When the "3" trains are available, it is the overwhelming favorite among players starting a railroad at that time, and is devastating to control in combination with one of its neighbors.

Obviously, the Erie cannot be started at the beginning of the game because it cannot even build track in its home hex until the green tiles are in play. When the green tiles do appear, prospects will be limited because there are only two "OO" tiles in the game (one of which invariably appears on H18 at the first opportunity). Thus, early development for the Erie consists only of a gentle curve into Rochester and a connection to Albany, for a lackluster run of \$90. This railroad is therefore viable only as a second corporation, probably for the owner of a nearby line such as the NYC which can aid its progress. The Erie's sole advantage is its ability to monopolize the high-scoring cities in the Buffalo-Toronto area (because the OO upgrade tiles allow a single token to block passage through the hex). Thus, once the brown tiles are available, the Erie becomes pretty reasonable—especially if nearby track has been also developed.

The B&M has all the disadvantages of the NYNH, with none of the advantages. It is not guaranteed passage through New York, so it will often have to expend its only token there. Unless a tunnel is cut in D22, the B&M cannot reach Albany early enough to avoid being blocked there. If tile #56 is played on F20 and/or the NYNH plays its token in E19, the B&M's dim prospects become dismal.

Many players feel the CP an attractive railroad to start at the beginning of the game. As a potential D&H "teleporter", it is superior to the C&O simply because it has more tokens and its initial run between

B16 and A19 is worth \$60. If a player can contrive to hold both the C&StL and the D&H, the CP becomes very attractive; but this is extremely difficult to do because they are sold consecutively on the first stock round.

With the C&StL alone, the CP can run well in the early going: on operating round #1, place a sharp curve in B18 connecting A17 and buy two "2" trains; on #2, play B16 and put a token there, running the trains for \$90, and buy a "3" train if available; on #3 (assuming the green tiles are available), buy the C&StL, play a sharp curve in B20 or upgrade B16 and run for \$160; in the fourth round, upgrade B18 with tile #18 and run for \$190. Unfortunately, this is probably your last run with the "2" trains, and now you will run for only \$80 with a "3". You have spent some \$480 to reach this point. Thus, unless the CP started at \$90 or \$100 a share, you are more than one turn of capitalization away from a "5" train and will run many rounds with your "3" train. A "4", even if you could afford it, is wasted because you don't have the rail net to take full advantage of two trains. The only decent prospects for track development lie towards Toronto; but building there costs money and the Erie president will certainly thank you just before buying a token to freeze out the CP. Other than the Erie, no other railroad is likely to help the CP's track development much once Albany is occupied.

Building the CP towards Albany, however, is even more futile. It requires the laying of at least two bridges (because the C&StL tile cannot be played right away), so you need to play B18 toward A16 to guarantee a run on the CP's second operating round. The chance of reaching Albany before two of the three other nearby railroads occupy it with tokens is slight. In my view, then, the best early alternative for the CP (and the only one with a chance for profitable success) is the F16 play with the D&H. It is far better not to start the CP until the green tiles are sure to be available, however. Otherwise, you will be forced to spend \$80 extra to establish a run through B18 in addition to your "2" train costs and the \$120 for F16.

In summary, the CP is only the sixth-best railroad to start early in the game (bettering only the isolated B&M and the Erie). Late in the game, it proves even worse, since it is the only railroad on the map likely to gain no benefit whatsoever from track construction by the others. In our games, the CP is often either the last railroad started—or it is never begun at all.

Now that you have some idea of which railroad to start, what do you do with the rest of your money? If you have played the first stock round correctly, you shouldn't have much left. It almost always pays to start your railroad at the highest price you can afford, planning to extract any extra cash it has by selling your private companies to it. By the third or fourth operating rounds, however, you should be ready to decide whether to start a second corporation or invest in an already existing line. Starting a second railroad is usually preferable, unless all the remaining corporations have very poor prospects because of unfavorable track construction by early existing lines. The second railroad not only allows you to hold an extra share within your limit of certificates, but also to cooperate with your primary railroad in track construction and station building. And, most importantly, a second one allows you to control the timing of your train purchases and to distribute cash efficiently between the two. It also avoids the necessity to invest in another player's railroad (which may be looted and dumped upon you) in order to reach your certificate limit.

Ideally your second railroad should be started at \$100 per share. This is not so much because it needs more cash to operate (it actually needs less, especially if the "4" trains are already available); rather

the extra cash is needed to transfer to your older corporation so it doesn't have to run for capital as much. Too, a high-priced second railroad has a fighting chance to reach the "high-rent" section of the stock chart, while a low-priced one doesn't.

In many cases, unfortunately, the player seeking to start a second railroad cannot conveniently raise \$600 alone, and must give up on it or start it at a lower share-price. If the older railroad has enough money to get a permanent train with but one capitalization round, the second can be started at a low price because no cash needs to be shifted. In most cases, however, the second round of railroad starts will involve those players who have sold private companies to their first for large amounts; such first companies usually need some help at this stage. Paradoxically, if your first railroad is in really terrible shape, you can raise the cash to start your second by selling all but the president's certificate. No one else will want to take on the railway from you if it is broke. On the next turn of operating rounds, the railroad may get cash from the shares in the bank pool without being forced to run for capital. If, by selling your shares, you now have enough money to start a second company at \$100 per share, you should be able to bail out the first if necessary.

If a really attractive railroad company is available to be started, you don't have enough money to "float" it until the next stock round, and you think another player yet to purchase during this stock round will grab it, you could buy the president's share only (or even one additional share) and set the price at \$67. Other players will realize that if they take control from you, you are quite liable to sell your two or three shares and drive the market token down two or three rows on the chart making it a rather unattractive investment. The two or three shares are deadwood in your hand, of course. You have to weigh carefully whether you have more profitable short-term purchases and whether you are willing to run the railroad at \$67 per share later. This is one of the few situations where it is quite proper to buy shares that are not certain to be "live" during the next operating round. Unless it's a six-player game, I would assume that no one will throw me a lifeline if I should purchase only four or five shares of a new company.

In the event that you are unable or unwilling to become president of a second railroad, you will usually have a choice of a number in which to become the second-leading shareholder. The obvious considerations are the track development potential of the railroad, the state of its treasury, the skill of its president, and the state of other railroads owned by that president. The most attractive minority position is one in a railroad with good potential, lots of money, run by a capable player who has no other railroads and no unsold private companies. Other things being equal, I tend to choose one owned by the player nearest my immediate left. This has two advantages. First, the president cannot loot the railroad and stick you with the presidency unless he has the priority card himself. Second, if he has fewer than five shares, you may get a chance to take the railroad away from him if the other outstanding shares are sold piecemeal by the other players, allowing you to pick them up before the president can.

Keep in mind that owning more than one share of any railroad that you are not president of is always a risky proposition if the president has a way of looting it. If the person does loot it and makes you the president, he might not win—but you *definitely* won't! Controlling your share or more than your share of corporations removes this risk for the entire game. In a six-player game, you can survive nicely with one railroad as you can own six shares of it and one share of six others, for a total of 11 certificates (your limit). In a five-player game, the winner will almost always come from among the two or

three who have two railroads. In a four-player game, you can do quite well as president of only two corporations if you hold six shares of each and can obtain one share of each of the six others (for a total of 16 certificates). With three players, the player with only two railroads is usually the loser (unless both are *very* good).

One factor which will color your strategy is the tendency of the other players towards what I call a "fast" or a "slow" game. A "fast" game is one in which four or five railroads are started early and the train inventory is run through quickly; in a "slow" game, the "3" trains may not emerge for five or six rounds. In a fast game, the "2" trains will not last long, so it is unwise to invest in too many of them. Except for the B&O (and possibly the C&O), no railroad can profitably use three "2" trains. Several railroads in a fast game will require their presidents to bail them out from cash in hand, so it doesn't pay to use a long-term strategy. A bankruptcy is fairly likely, especially in a five- or six-player game.

[Rules beef #2 (my only serious one): the rules covering bankruptcy are *terrible!* If a bankruptcy occurs, the winner is the richest player *at that moment*. All long-term planning is useless; the result of the hours spent playing is completely arbitrary. Why not just put all the bankrupt player's stock (including his presidencies) into the bank pool and send him home early? I have seen games in which one player intentionally saves another from bankruptcy simply because the first was not winning at the time, even though the aid given would not otherwise have been in his best interest. I have even played in games in which players doing poorly were unsporting enough to intentionally bankrupt themselves, so spoiling the game for everyone. This rule requires some revision in future editions.]

In looking at a "fast" game, the basic principle is to go against the grain—do the opposite of what most of the other players are doing. If you expect a fast game, you should play conservatively to protect your railroads from having their trains stripped away before the treasury is rebuilt. You aim to force others to deplete their capital by buying short-lived, temporary trains.

On the other hand, in a "slow" game, in which players are reluctant to buy multiple trains and/or start new railroads, you should play aggressively, buying multiple "2" and "3" trains, running for dividends every chance and building an early cash lead. If your railroads reach a precarious strait, you should have ample warning if the others decide to bring about your downfall by suddenly speeding through the train deck and killing your "3" trains since not many competing railroads will be in play. If the game develops slowly enough, you may not even mind paying for a permanent train out of pocket; you will be more than compensated by your early cash and high stock prices.

Always buy that "3" train at the first opportunity. A railroad without a "3" train will lose a run when the "4" trains appear (unless you were lucky enough to buy the first "4"). As the "3" trains last through the next seven to 11 bought, they get a lot of use. *Don't* buy two "3" trains, however, unless you can definitely sell one to a second railroad, or you expect a *very* slow game. Once a "5" is bought, the limit on trains is two and you cannot buy a "5" or "6" yourself until the first "6" train is bought by some other player (thus killing your "3" trains and forcing you to lose a run).

Although it seems counter to one's instincts, it is better to capitalize on your large early runs (the operating round or two immediately preceding the disappearance of the "2" trains) rather than your small ones later. It is important to run for capital as infrequently as possible to avoid damaging the stock price, since each capitalization costs you *two* columns on the stock chart. Do capitalize for \$200 or more, unless the extra dividends in your hand

would enable you to start an additional railroad on the next round which would otherwise be started by a competitor. If, on the other hand, you are but one "3" run away from having \$450 in the company treasury, you can afford to wait and capitalize on the smaller "3" later when the "5" trains are available. And be careful not to capitalize if this will shift the operating order so that you lose any opportunity to run with your "2" trains! If you have a choice, try to capitalize at the last possible moment. This not only enables you to invest your dividends earlier, but also maintains your position in the operating order, possibly gaining you that extra run with your "2" or "3" trains before they disappear.

As in real life, it is better in 1830 to have money sooner than later, because you can immediately re-invest early cash and make some additional profits. Therefore, it is almost always good policy to spend company treasury money early rather than later for bridges, tunnels, trains and tokens to improve your run—even if this seriously depletes the reserves. Later you can start a second railroad at a high price and bail out the first if you have accumulated enough cash in your hand to do so. There are a limited number of good railroads to own, and a one-round delay in accumulating the required cash to start one will often be fatal—so get there as quickly as you can. Once you have captured control of the railroads you want, you can ease up on the accelerator and save for some permanent trains.

Looting and then dumping a railroad early in the game is not as clever an idea as it may seem, unless most of the railroad's treasury ends up in the looter's hands. This is usually done by selling private companies to the railroad in question for the maximum amount possible and buying trains, bridges, and such to completely empty its treasury, then taking advantage of the favorable position of the priority card to sell enough shares into the bank pool to make another player the president. However, not only does this fail to benefit the looter substantially, but it really doesn't injure the new president particularly either.

The looter will generate enough cash to start one or even two new railroads at a high price. Unfortunately for him, however, at least one of those will be very undesirable (possibly both). The railroads with the best potential (including, perhaps, the one just looted) will already be owned by others. Secondly, the new railroad(s) will start back in the red rectangle of the stock chart, making them unlikely to reach a high stock price by the end of the game. Third, the looter's new railroad(s) will not run on the next operating round (because they have no train), costing the looter a turn of revenue. Finally, single shares of the looted railroad may be picked up at a bargain price by other players.

If the looted railroad is in really terrible shape, the new president will have some anxious moments, but will usually be able to recover before having to pay substantial amounts out of his own pocket. The game mechanisms provide for this in several respects. The looted railroad can collect revenue, not only from the private companies now owned, but also from any shares of its stock which remain in the bank pool during the operating rounds. Thus it can rebuild its treasury without running for capital, and its stock price will recover quickly. Other players besides the new president may be reluctant to buy the shares out of the bank, fearing that this would force the new president to capitalize. And the looted railroad may be able to sell its surplus trains to another railroad owned by the new president, thus benefiting both. And, if it retains those "extra" trains it bought, it will run for high revenue (at least temporarily). The new president will eventually be grateful to you for acquisition of a railroad with a good stock price and well-developed track. Alternatively, he may turn the railroad into

a "feeder line", driving its stock price into the colored zone of the chart.

Note that in criticising this "loot and dump" tactic, I refer to the plunder of a player's *only* railroad early in the game. Looting a second railroad corporation in the middle or late stage is much more profitable for the perpetrator and more damaging to the victim.

Another destructive tactic is "churning"—the buying and selling of large numbers of shares in railroads owned by others in order to lower the stock price. If two or three players cooperate, they can lower the stock market token to the very bottom of the chart. It is even more effective if one additional player remains uninvolved to buy up the now-cheap shares so that the railroad will not get any benefit from having shares in the bank pool. If done fairly (that is, equally to everyone), this tactic will not have much effect on the game except to reduce the importance of the early starting railroads. Our local group tends to avoid this tactic as it is time-consuming, and either unimportant or unfair in the long run. In a cut-throat game, however, it can be very effective when the victim cannot retaliate.

The Middle Game

After six or seven railroad corporations have been "floated", the most critical phase of the game begins. Players strive to reach their share limit at a time when many of them will be short of cash because they hold many shares in railroads running for capital. Railroad presidents jockey for position to insure that their railroads can smoothly acquire a permanent train. Crucial tiles and tokens will be placed, determining which railroads will have profitable runs and which will not. In short, the game is usually won or lost in the middle game.

Near the start of this stage, the question of railroad ownership will be pretty much settled (unless a "loot and dump" entrepreneur arises). The cash-rich players will try to acquire at least two railroads, and possibly even three. Those with more railroads will, however, find that their shares have a lower average price than the holdings of other players, and they may be in danger of paying out of their pocket for a permanent train. If one railroad is deemed so inferior that no one will start it, only 63 certificates will be available; so some players may not be able to reach their certificate limit in a four-, five- or six-player game.

Four strategic questions face players in the middle game: 1) start a second railroad or invest in established ones; 2) run for capital or dividends; 3) buy a "4" train; 4) aim for a "5" or "6" train, or a diesel? We've touched upon the first question in the discussion above. The last three are intimately connected, as the following discussion will show.

In general, one should not run for capital for *any* of the following purposes: to get a *better* permanent train, to build a bridge or tunnel, to place a token, to buy a second permanent train (unless it's for a second railroad you own), to move the stock token leftward into the yellow zone. Capitalizing costs you a lot of money. If your stock is one of the higher-priced ones, the two columns you lose may cost you \$50 per share at the end of the game; added to the lost dividends, that's \$400 to \$500 lost per operating round if you hold six shares. Even worse, the immediate dividends you forego may prevent you from buying stock on the next round, adding to that loss. On the other hand, *do* capitalize when your run is at least \$200 and there is no other way to obtain a permanent train without spending at least \$300 from your own cash reserve.

Experience shows that you should almost always buy the first permanent train available; saving for a diesel is rarely a good investment. As Mr. Fahrmeier indicated in his article, the game will usually last only six-nine operating rounds after the first diesel purchase. For example, if the diesel allows your rail-

road to run for \$400 while a "5" train would run for \$230, you gain \$17 per share per operating round if you own a diesel. If you have six shares, your gain is therefore \$102 per round. After seven rounds, you have gained \$714. Therefore, if you capitalized more than once to get the diesel rather than the "5" train, you were a *loser*—because the two extra capitalizations have cost you \$800-\$1000. Moreover, unless you have the opportunity to buy the first diesel, you will have no trains after another railroad buys one and so will lose an additional run. Note also that other players may cut down your eventual big diesel run by placing tokens, reducing your ability to recover your investment.

In deciding whether or not to go for a diesel train, you should consider the fact that in order to get a diesel, you need to buy a "4" train. Without a "4", you will have no trains after the first "6" is bought—so you will have to buy the remaining "6" train. If the second "6" is gone, you will be forced to buy a diesel (with a lot of your own money). "4" trains cost \$300 and have a notoriously short life span. Many a "4" train has not provided its railroad with a single dollar of revenue, as a diesel is bought before the railroad runs again! Moreover, many railroads do not get much benefit out of the "4" train; with only green tiles in play, the rail net is too limited to allow both their "3" and "4" trains to run fully. Worst of all, owning a "3" and a "4" will put your corporation at its limit for trains as soon as a "5" is bought. Therefore, unless you happen to have \$450 in your treasury and have a chance to run at the exact moment the first "5" train is available, your railroad cannot get a "5" without help from a second railroad. In fact, it will probably not get a "6" either, since only one "6" (at most) will be left in the bank when your "3" disappears, leaving room for the second train. With both a "3" and a "4", your timing must be perfect to get a "5" or a "6" train. Thus, if you buy a "4" train, you are committed to buying a diesel unless a second railroad can help by buying the permanent train and selling it to the first railroad. Unless you are the first corporation to build your treasury to \$800 with a "4" train, you must either run for capital an unacceptable number of times or pay a substantial amount out of pocket (after losing a run to boot).

As a consequence of these grim facts, you should buy a "4" train only in certain specific situations. If other owners are profiting more than you from the operation of "2" trains, buying a "4" will put them out of business. If it is the first train a railroad is buying, then, assuming you have any choice at all, you can afford a "4" because the railroad will still have enough money for at least a "5" (unless it started at less than \$76 a share). If it is a "slow" game and you envision that there will be a long delay before a "5" train is bought, buy it quickly, enabling you to get four or five runs with your "4". If you have enough cash in the railroad fund and good enough track to ensure you reach \$800 first, invest in a "4". And if you have two railroads, one of them will need a "4" since it is unlikely that you will be able to get a "5" or "6" with each of your railroads. Remember that your railroad can be the first to accumulate \$800 in its treasury and still not be able to trade the "4" for a diesel if no "6" has yet been bought before it is your turn, leaving you with no train. If the second "6" is gone, you will not only lose a run (getting no revenue and losing another two columns on the stock chart), but will also have to pony up \$300 in spite of your "conservative" play. *Never* buy the last remaining "4" train (we dub it the "Poisoned Four") unless the railroad can also buy a "5" or your second railroad runs soon after and will be able to buy one or two "5" trains. If you do decide to buy a "4", at least buy it at first opportunity; nothing is worse than dithering and finally buying one when it will only run once before vanishing.

Of course, even if you don't buy a "4", you can still come to grief if all the "5" and "6" trains disappear before you have a chance to purchase any. The \$450 (or \$630) you saved in the corporation coffers so carefully will leave you to dish out \$470 to \$650 from your pocket for a diesel. It would seem, then, that whichever route you take is risky, and that you have little control over what kind of train you get and how much you pay for it out of personal funds. This is quite true . . . if you own only one railroad.

With two railroads under control, the situation is a lot more stable and predictable. Naturally, each railroad has one "3" train by this time (*not two*—you don't want to be prevented from buying a "5" by the train limit and then lose a run when the first "6" is bought). One of your railroads (not both) buys a "4" train at first opportunity. Now you have the desired flexibility. You can shift the money and the open slot for a train around to your best advantage, positioning yourself to get a "5" or "6" with one railroad and a "6" or "D" with the other. If, on top of this, you can get the diesel without losing a run *and* get it to the railroad with the better route, you are probably a game winner. Don't try to switch permanent trains after both are bought, however; this is very expensive.

This phase of the game can involve some tricky maneuvering. Players will often spend the stock round preceding the critical set of operating rounds attempting to manipulate the stock prices of the various railroads so their own will be able to buy a "5" and avoid the "Poisoned Four". One of the best situations is to start a railroad for \$90 or \$100 per share at a time when it can purchase two "5" trains on its first operating round. This solves the problem of a permanent train for both its owner's corporations (since one of the "5" trains can be sold to the older for a nominal sum). Starting the new railroad just to buy the "Poisoned Four" can also be a good move, so long as one or both your other railroads will be positioned to buy a "5". Losing revenue by capitalizing several times is not good, but losing a run entirely because you have no train is even worse. If you get through this phase of the game without losing a run or paying out of your pocket, you will almost certainly be a contender (even if your railroads have poor runs).

Occasionally, however, it can be a good tactic to purposely deprive one of your railroads of all its trains. Suppose the situation is this: you own two railroads, one of which has a "4" train or better (the "good" railroad) and one which has only a "3". The railroad with the "3" cannot accumulate enough money in its treasury to buy a "5" even if it runs for capital once, but you know that it will run first when a "5" or "6" is available. You can help this railroad by having the good one buy the "3" from it on its turn. Then, when the bad railroad runs, it can buy the permanent train with the help of your personal funds. This avoids having the poor railroad capitalize, and then either capitalize again or be trainless during the following operating round. You gain two columns on the stock chart at the cost of the \$50 or \$100 you would have raised for the railroad by capitalizing with the "3" train—usually a good bargain.

My local group has discovered an extremely cruel but effective tactic to punish poorly-run railroads (and, by the way, prevent the tactic just discussed). The perpetrator owns a railroad with a "3" and a "4", and this railroad now has the opportunity to buy the first "5" train. It does so, and now must turn a train in to the bank to meet the new train limit. Instead of turning in the "3" (as one would ordinarily expect), it turns in the "4"! The victim's railroad has only a "3" and not enough in the treasury to buy a "4", "5" or "6". After the first "6" is bought, the victim's railroad has no train. Even if the second "6" is available, the victim's railroad

may not buy it; instead it must buy the least expensive train available—namely, that "4" the perpetrator turned in to the bank. The next time around, the first diesel has almost certainly been bought, so the victim is trainless again.

In conclusion, your goal in the middle game is to acquire permanent trains for all your corporations without losing runs for lack of trains, or paying heavily out of pocket, or running for capital multiple times. Achieving these goals will usually involve owning at least two railroads (unless you are willing to trust to fate). You must always plan to acquire a "5" or "6" train with at least one of your railroads. Do not feel unhappy if you wind up with no diesels; they fail to pay off as often as not. In but one specific situation is it wise to capitalize an extra round to grab a diesel: your railroad has only a "4" train, one "6" remains in the bank, the railroad has between \$630 and \$799 in its treasury *and* would have over \$800 if you run for capital on the current operating round. Now you face a simple decision between running for dividends and buying a "6", or capitalizing and buying a diesel. Normally it would be worth the effort to capitalize and buy a diesel, especially if it slows other players who need their "4" trains. This situation is an exception, however. In the majority of cases, one should accept the cheapest permanent train available.

The End Game

The last stage begins when all active railroad corporations have a permanent train. In the end game, play focuses on tile and token play on the board rather than on stock transactions. Typically, all players will have reached their stock certificate limit around the beginning of this phase. Stock transactions are now focused upon damaging the value of competitors' portfolios and acquiring shares of such companies as may be in the colored zones on the chart. If a railroad remains inactive, at least one player will be faced with a decision as to whether to float it.

Several decisions arise in the end game: Should a railroad with a permanent train but empty treasury run for capital in order to obtain funds for bridges, tunnels or tokens? Should a player sell shares of a competitor's railroad to lower its value? Should a railroad token be placed so as to damage another's run? Should a railroad be looted and dumped? At this stage in the game, each player's reactions can be predicted with such a fair degree of certainty that one can calculate whether any of the above actions will gain or lose ground. Unfortunately, it will often take more time to perform these calculations than the other players will permit you, so some general guidelines are in order.

It is rarely profitable to run for capital in the end game. If one is *certain* that by building a particular tunnel or bridge the railroad can improve its run substantially (at least by \$15 per share), it may be worth considering. The lower the railroad's stock price, the less costly it is to capitalize (because the two lost columns make less of a difference to the price when the token is near the left or bottom of the chart). Remember also that if a really big profit is in the offing, other players may conspire to deprive you of the tiles you need to complete your projected run.

The question of whether to attempt to reduce a competitor's stock price by selling your shares usually arises on the very last stock round of the game. While it is extremely time-consuming to attempt to calculate precisely whether the game will end after the ensuing three operating rounds, a rule of thumb is that in the late game \$30 per operating round will be removed from the bank for each share of stock in play. If all 80 shares are in play, about \$7200 will be removed from the bank on three operating rounds. In rare circumstances, someone will be able to delay the end of the game by building

unnecessary bridges and tunnels (or even by going to the extreme of purchasing an extra diesel). But selling shares in other companies should be directed at the players you believe are doing the best, since selling any high-priced stock will cost you money. You must be sure it will hurt your competitor more than it hurts you. If you can sell only one share, and the stock is already at the top of the chart, your move is futile since someone else will simply buy the share causing the token to rise back to its original row.

The question of token placement is more one of psychology than tactics. It is pretty easy to determine whether a token play hurts or helps you. But if you plan on playing with the same group again in the future, you might consider that a surprisingly large number of gamers view aggressive token play as bordering on the unethical. I personally prefer a "cut-throat" type of game in which each player is committed to furthering his own self-interest by harming the positions of others, but some disagree with me. If you think that the player you damage by your placement of a token will take seven-fold revenge in future games, that is a factor to consider.

The end game presents the classic loot-and-dump opportunity described by Mr. Fahrmeier. The situation is such that during an operating round, you own two railroads, each with a permanent train. The railroad with the lower stock price has at least \$1 remaining in its treasury. The priority card is located so that on the next stock round, you will play before a player to whom you can pass control of your more expensive railroad. On the third operating round of the current set, your cheap railroad buys the permanent train from the other, leaving that railroad with a depleted treasury and no train. On the subsequent stock round, you sell enough shares of the expensive railroad to transfer the presidency to your victim. He will have to come up with almost the full \$1100 for a new diesel on the following operating round. This play costs you some profits, but you can make some or all of it back in dividends because your remaining railroad now has two permanent trains. If there is other stock left to buy, your total income per round may actually increase. And you are now protected from the same ploy by someone else because you have an "extra" permanent train should a railroad be dumped on you.

This tactic is so effective, in fact, that the threat of it tends to dominate play in the later stages of our games. Players will maneuver to avoid owning two or more shares of another railroad unless that president is to their immediate left (so the minority holder cannot be victimized). The best antidote, of course, is to be president of enough railroads that you can complete your portfolio without owning more than one share of any other.

Players occasionally find it profitable to operate what has been called a "feeder line"—a railroad with very low stock price which capitalizes often so that its market value remains in the colored zone of the stock chart. The advantages of this are that the shares do not count against their owner's certificate limit and that the extra treasury money accumulated can be used to assist the track development of his other nearby railroads or place tokens so as to injure close competitors. In order for this situation to be profitable, however, other players must have contributed to driving down the stock price. It is a losing strategy to capitalize a railroad five or six times simply to drive down the stock. What you gain by creating larger runs, you lose in early revenue and in stock appreciation of the feeder line. Too, the ability to exceed your share limit only benefits you for the one or two operating rounds out of three that you can run for dividends. And, by the time you get the feeder line's price into the yellow zone, there may well be other worthwhile shares to buy. Thus, I believe one can be pushed

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The
Latest News
In
Competitive
Gaming

Area News

For Today ...
and Tomorrow

BY DONALD S. BURDICK

Let's talk about *AvalonCon*. As I write this in late December, the announcement in Vol. 26, No. 3 has appeared. Already I can say that I am planning to attend—as are Tom Oleson and Russ Gifford. If the hoped-for response is achieved, then many more commitments will be in hand by the time you read this. Naturally, the more the merrier, but I believe that a good attendance at *AvalonCon* will mean more than just a fun weekend. It could have important implications for the future of competitive wargaming.

For example, there are some unresolved questions concerning individual game championships. Once the *AvalonCon* tournaments are completed, some games are likely to have two "champions". The postal championships that began with the AREA PBM tournaments are continuing as ladders or individual title matches. The *AvalonCon* tournaments will be FTF champions. The pros and cons of dual championships are a good topic for discussion. Speaking for myself, I have no problem with it. For most games, PBM and FTF play seem different enough to merit two titles. Another question arises however: Should there be PBM championships for any games that were not represented in the AREA tournaments? And what about E-mail? Should a PBM category be another championship? It would be cumbersome to hash out these issues through the mail, and any decisions reached smack of elitism. The chance to build for the future with face-to-face discussions at *AvalonCon* is a rare opportunity that is too good to pass up.

On the topic of E-mail championships, the First Annual GENIE ASL AREA Open PBM tournament is approaching a climax, with the match between Russ Gifford and Kevin Sheen. The winner of that match is the clear favorite to win the tournament. Judging from the turnaround time for PBEM, this tournament will undoubtedly be history by the time you read this. But the Second Annual GENIE ASL AREA Open has been scheduled to begin January 1st.

Rapidly growing interest has dictated an expanded format for the second occurrence. Thus far, 12 ASL players have pre-registered. Players will be divided into sections of four or five depending on the final number of entrants. (The tournament director will use AREA ratings for the initial seeding.) The sections are a round-robin grouping, so each member will play his fellow section members one game. Thus, for first-round action, either three or four games will be played, using E-mail to post their moves. The high scorer for each section will advance to the second round, forming a final single round-robin section. The high scorer here will be declared the 1991 GENIE ASL champion, and pick up a trophy and a prize fund.

It is an important advantage of PBEM that his "postal" tournament can be completed

within calendar 1991. The first round will be over by mid-year at the latest. Thus, it is an excellent event for players who have not tried PBEM events before. Players will use the "On My Honor" system, which has been tested extensively on GENIE with excellent results. Though the event "kicks off" 1 January 1991, late entrants will be allowed to enter until June, or the conclusion of a first-round group—whichever comes first. This is possible because sections have no contact until the second round, so more sections may be added until the end of the first round. For more information on how to enter, contact Russ Gifford at his GENIE address (SHANGRI).

While we're on the subject of E-mail, Russ Gifford and I have agreed to collaborate on an "electronic edition of the AREA News. Regular readers of this column are certainly aware that news items you see here are not new by the time you read them. This is an unfortunate but unavoidable consequence of the publication schedule of *The GENERAL*. The Electronic Edition will reduce the delay to about a week between the time of writing and the time of appearance for public consumption. As I write this, the second installment of "AREA News—The Electronic Edition" is about to be posted on the GENIE network. Since it's in the public domain, you can find it uploaded to other networks as well. Several more installments may have been posted by the time you read this. For more information, you can contact Russ at his GENIE address or me (at D.S.BURDICK).

Turning to the ladders:

STALINGRAD: Joe Beard has joined the ladder in position #7. Unless someone else joins in time for a Round 1 match on the fourth rung, Joe will have a bye to Round 2.

BULGE '81: Three new members have joined the ladder. Paul Jordan and Joseph York have been matched on the third rung in Round 2. Tony Owens is waiting in position #7 for someone else to join in time for a match this round. If no one does, Tony gets a bye to Round 3.

AFRIKA KORPS: Joe Beard as the Allies has defeated Patrick McNevin's Axis forces in one-half of their two-game match for the AK championship. That means Joe has successfully defended his title whatever the outcome of the second game. Joe is also defending his AK title in a two-game match with Randy Heller, both games of which are still in progress. An AK ladder may have been started by the time this column appears. The number of potential participants is now up to eight.

D-DAY: The DD ladder has started with the ongoing McCarthy-Burdick title match as the top rung for Round 1. Other Round-1 matches pit Steve Sutton versus Greg Smith on the second rung, and Patrick McNevin versus Harry Hollern on the third rung.



If you hold it, they will come

HOLD WHAT? AvalonCon—Avalon Hill's first *game-playing-only* convention.

WHEN? August 23-25, 1991; Friday 9am thru Sunday 5pm.

WHERE? Penn Harris Inn & Convention Center, Camp Hill (Harrisburg) PA. A pleasant suburban setting nestled between I-81, I-83, and the Pennsylvania Turnpike.

HOW MUCH? \$20 to Pre-Registrants. That's it! Two sawbucks covers three days of play. No extra fees. You'll get a FREE T-Shirt, FREE A.R.E.A. rating membership, FREE parking, and a convention program mailed to you prior to the festivities. Children 14 and under and spectators admitted FREE.

LODGING? Only \$60 per room per day at the Penn Harris when you mention AVALONCON. That's 50% off the regular rate every day—whether you stay just Friday and Saturday or come early and stay late. With four in a room that's only \$15 a night per person. Make your hotel reservation now by calling Toll Free 1-800-345-7366 to reserve your room with most major credit cards, or write P.O. Box 839, Camp Hill, PA 17004-0839.

THE GAMES? You'll be competing in either Avalon Hill or Victory games in a wide variety of formats. Among the 40 tournaments will be ASL, AFRIKA KORPS, BRITANNIA, BULGE '91 (brand new), CIVILIZATION, DIPLOMACY, FLIGHT LEADER, KINGMAKER, PANZERBLITZ, RUSSIAN CAMPAIGN, RUSSIAN FRONT, SQUAD LEADER, THIRD REICH, TURNING POINT: STALINGRAD, UP FRONT, VICTORY IN THE PACIFIC, WAR AT SEA, WATERLOO, and WS&M. Plus there will be round-the-clock Open Gaming and special events such as a weekend long Campaign Game of SIEGE OF JERUSALEM.

WHAT'S IN IT FOR ME? Association with fellow boardgamers. This is YOUR convention! Be part of the greatest assemblage of boardgaming talent since ORIGINS '75! Revel in the knowledge that you have competed against the very best the hobby can offer during the Avalon Hill Championships. Winners will receive personal plaques, plus a permanent place on the Roll of Champions Plaque displayed at all future AvalonCons and acknowledgement of their prowess in The GENERAL.

WHAT ABOUT THE FAMILY? You don't pay if you don't play. Spectators get in free, as do children 14 and under. Our entire staff will be on hand to demonstrate the Avalon Hill entry level games. Today's novice may be tomorrow's champion. The non-players in your family can swim, watch cable tv or the live comedy in the Sensations nightclub, or visit the many attractions (including nearby Hershey Park and Gettysburg battlefield) that make central Pennsylvania a veritable vacationland. Make a week of it!

WHAT CAN I BUY THERE? Zilch! Well, maybe a coke and a bite to eat. There will be no dealers. No flea markets. No auctions. No event tickets. Just pure, unadulterated boardgame competition. However, Avalon Hill will have a representative on hand to fill any special order direct from the factory to you before you leave Sunday afternoon.

WHAT'S THE CATCH? You're right; this is not a money-making venture. Our intent is to promote renewed interest in the world's best strategy boardgames. This show of support to gamers is our way of saying that come Hell or high water, Avalon Hill is, has, and always will be 110% behind the competitive play of our games. We hope to restore the pride of achievement that playing our games can bring.

SUCH SELFLESS DEDICATION IS ADMIRABLE. HOW CAN I HELP?

Recruit others to attend. Bring a team of four to participate in the Boardgaming Team Championship. Volunteer to run an event. Bring an interested youngster.

WHAT DO I DO NOW? Mark the date—August 23-25. Reserve your room. Then pre-register as soon as possible. At-the-door admission is higher and does not include a free t-shirt, so send your request for pre-registration forms to:

The Avalon Hill Game Company

4517 Harford Road ★ Baltimore, MD 21214 ★ PHONE: 301-254-9200 ★ FAX: 301-254-0991



AVALONCON

Dear Rex,

After sitting on its laurels for four years, my game collection recently began its rejuvenation with a copy of *MERCHANT OF VENUS* and the matching issue of *The GENERAL*. With this sudden burst of activity under my belt, I've decided to throw caution to the wind and write in a letter too!

Firstly, congratulations on an excellent game and an excellent issue. Though the last issue I bought was the *NAPOLEON AT BAY* feature back in Vol. 21, I see from the editorial that some things don't change—the most notable being people who actually want a lack of change, protesting vehemently about anyone else who might be having a good time using such heresies as SF, area movement, innovation and such. Suffice to say I agree wholeheartedly with you, and maybe if people actually played these games before writing them off as trash, then a few trees worth of pointless complaints might still fend off global warming.

Although I bought 26/1 for its coverage of interstellar trade, the article I found most interesting was Jim Eliason's *CIVILIZATION* piece, and I'll use the rest of this letter to make a few points relating to it.

Overall, the article was excellent, though I'm not totally convinced about the two new cards and some of the effects on/of trade cards. The trade system, when looked at from a simulation point of view, is another of the great absurdities that most players are happy to overlook: why cornering the spice market makes democracy a more viable proposition than cornering the iron market I'm not sure, and I rather doubt that anyone can think of a reason either. The inclusion of a limited range of commodities on the cards merely adds flavor to the game ("three cards, eleven points with bronze for sure and perhaps some grain too" lends far more of a feel to ancient trading than "three cards, eleven points with a six and maybe a four"). This suggests that using trade card types isn't the best policy for increasing realism, and the rules on cloth and papyrus (and grain at famine time) might best be left out though having said this, the extra "flavor" added by the new rules may recommend them for inclusion anyway, though certainly not for "realism".

The professional military card is a good idea, but needs some rethinking. Tokens represent general population, and giving them an advantage in battle means that the army is effectively everywhere all the time. I think an army should have a size dictated by levy/treasury payment and be deployed as upturned tokens in the player's empire with a range that enables it to either react to invasions or invade other territories, not destroying tokens but cutting the revenue to the owner and supplying half-revenue to the occupier if he leaves a garrison in the area. Armies would only undergo conflict with other armies, and do this with the standard conflict rules. Garrisons in an area should allow automatic removal of unfriendly tokens, but only in the case where normal token conflict would occur. And armies should have agricultural support during a turn in order to operate.

The wheel card invokes a few misgivings too. The one-area movement allowance seems designed to take into account the gradual pace of settling and building up of towns and farms in a new area, rather than transport technology. A corollary of this, however, is that within an established empire movement should be easier than migration into new territories. So maybe replacing "The Wheel" with "Roads", and using it to allow free movement anywhere within a contiguous empire of friendly tokens is the answer here.

Finally, note that these musings haven't been tested yet, so someone with a bit more time and access to opposition will have to do some experimentation if they are to reach variant status. Good to be back on the Hill.

Pete Clinch
Dundee, Scotland

★★★★★

Dear Sir,

I am very enthusiastic about your Avalon-Con proposal. (Hopefully, it will not go the way of the *PANZERBLITZ* redo and/or *Red Sky at Morning*, etc.) Clearly, the key here is actually playing the games. It's about time! I can't help but be reminded of a Robin Williams' line: "Reality; what a concept!"

In preparing to meet this goal, please give careful consideration to the structure of the tour-

Letters to the Editor . . .

naments. Single elimination means that 50% of the players get to play their favorite game in competition exactly once and another 25% only twice. There are several alternative systems, and I hope that you will select those which allow all the players entered in the tournaments to play several rounds.

Speaking for myself, I have no delusions of grandeur concerning taking the "National VITP title." But if I go to PA for a weekend, I better get to play *VITP* more than once, or my likelihood of attending AvalonCon II will be statistically less than the probability that I will live long enough to see "CounterAttack #3" published.

Michael Knautz
Appleton, Wisconsin

Your point on tournament format is well taken. However, I'm sure you will admit that single elimination formats also have merit—especially where many entrants are involved. Just as there are those who would like to spend their entire weekend playing only their favorite game, there are others who would like to move on to other events for a change of pace (especially after having been knocked out of the running for any championship). That is why we'll be running lots of "quick-play" multi-player tournaments on Saturday and Sunday.

★★★★★

Dear Mr. Martin:

Three cheers for Greenwood and company! Don't let the so-called "hardcore wargamers" get you down on subject material for *The GENERAL*.

I'm as "hard-core" as the next guy. I was weaned on *STALINGRAD* and *BLITZKREIG*. I remain devoted to the likes of *THIRD REICH*, *FIREPOWER* and *RUSSIAN FRONT*. I'm now getting into *TURNING POINT: STALINGRAD*, and loving it. For those like me, Volume 26, Number 2 was a real kick-ass issue.

But let me put it to ya', boys. The *TPS* issue polls second to the one preceding it. Yup, that's right—26.1. The rag extolling "wimp" titles like *MERCHANT OF VENUS*, *DINOSAURS OF THE LOST WORLD* and *STELLAR CONQUEST*. Games I don't own, have never even seen, and scarcely a manly fight among them. Yet it was the best issue of *The GENERAL* I've ever had the pleasure of digesting. It was fantastic to have my eyes opened to new gaming horizons. I read and reread that issue, and plan to acquire both *MERCHANT OF VENUS* and *DINOSAURS OF THE LOST WORLD*. Why not let the wife and kids in on the action?

So, all you macho types out there, back off! These guys know what they're doin'. Now get outta their way and let 'em do it.

Matt Slobod
Edmonton, Alberta

★★★★★

Dear Rex,

Ask for a response and stand by to receive it. It may come as a surprise, but I for one like the new mailing cover. Not only does it help protect *The GENERAL* in transit, and as you say will add some more pages for various items, but it also will help to protect it from the ravages of the savages in my home. No more coffee stains for me, or water marks from a wet countertop. It's even safe from the prying eyes of those who have a dim view of the covers (makes them think I'm a war nut). I say use it and use it; don't change it, except to consider an adhesive circle or something to hold it shut in transit. I certainly hope to see it continue. Also should keep it in better shape for my collection after arrival. Wish all my old ones had it.

Joel Spence
St. Marys, Kansas

★★★★★

Dear Rex:

Lately, I cannot seem to get *GETTYSBURG '88* off my game table. In many ways, it strikes me as the kind of wargame that everyone says ought to be published these days: easy to get into, not too time-consuming, and reasonably faithful to the historical record.

The coverage given to the game in *The GENERAL* (Vol. 25, No. 5) was, I hope, only the beginning. The comments provided by Alan Marian and Jim Brown include several useful "house rules", and I have been using their suggestions regarding unit movement on and off roads. In the "summary" section of Marian and Brown's article, the question of how best to deal with the game's maximum modifier of "+10" is raised—but left to the player's discretion. Apparently, they felt compelled to tinker with this limitation but could find no effective way of doing so. As they noted, any dramatic alteration of the "+10" maximum modifier badly skewed the combat results. It may indeed be best to leave well enough alone.

But I may have a partial solution for in-venerate tinkerers. When rolling the ten-sided die, I consider the "0" to be zero rather than ten. This simple adjustment does not advantage either the attacker or the defender in any significant way. However, it does create greater excitement with combat results, causing the occasional assault or defensive stand to come unglued. Such a result does not occur with great frequency. On the other hand, the looks on gamer's faces when a "0" is rolled unleashes the closest thing I've seen to salvation/doom since the glory days of the "D-ELIM".

Terry Alan Bancey
Waterbury, Connecticut

★★★★★

Dear Don:

You once wrote that *ASL* players tended to play that game exclusively. At the time I did not have *ASL* and wondered about that comment. I now understand the validity of that insight. Aside from *Seahawks*, I have not played a game other than *ASL* since I acquired it last winter. To my great surprise, it has even displaced my old favorite, *FLAT TOP* (which, due to the elegant simplicity of its hidden movement system, I still feel is the most realistic wargame ever designed; unfortunately, the game simply takes too long to play on an average weeknight).

Even though I relish historical and technical accuracy, I was initially intimidated by *ASL* and was not sure it would be for me. I have now come to appreciate the unlimited game possibilities at any level of complexity and challenge. *ASL* has cost more than all my other games combined, yet it was money well spent. On a cost-per-hour enjoyment basis, *ASL* is a bargain.

I have noticed numerous letters in *The GENERAL* commenting on the "unplayability" of *ASL*. That is precisely the sort of thing that intimidated me originally. To correct this misconception, I would recommend that a simple scenario (possibly one of the tournament scenarios) be published in *The GENERAL* as a Series Replay. The tournament scenarios are perfect for novices because they utilize low counter density, simple equipment, and basic rules. I would bet that such a SR would make converts of more than a few interested, but hesitant, individuals (and even "experts" might pick up a few tips).

On a different subject, please pass along my compliments to Mr. Martin and his colleagues for the latest *GENERAL* (26-3) featuring *MBT*. I have been considering this game for some time because it appears to possess the tactical flavor I enjoy. I am one of those individuals who read the magazine cover-to-cover, even when I do not own or am not interested in the games featured. In this case, I found the issue particularly interesting (even though it did not carry a new *ASL* scenario). *MBT* appears to be a promising addition to the AH lineup.

I have one last comment concerning *The GENERAL*. I am constantly amused by the letters you receive from irate readers complaining about what is published in your magazine. I can think of no other activity or hobby in which the average person has such ready access to a company which truly listens to its consumers. Some "gamers" do not seem to appreciate this fact. AH obviously has an interest in offering a publication featuring all its games, and it should be applauded for not ignoring the older and somewhat less popular titles. On the other hand, I was dismayed to read that next year's *ASL Annual* is complete already but will not be published until next year. Put it out now! If good material (like

that already published) is available in quantity, make the "annual" a semi-annual. At least do not frustrate us by telling us there is something out there on *ASL* that we cannot have yet. It has been trying enough waiting for *BUSHIDO* and *GUNG HO*. I am sure that you are being bombarded with requests (demands?) for the new modules; at least you may take consolation in the fact that you are the victim of your own success.

Steven F. Mones
Bear, Delaware

To clear up a couple of misconceptions: We have, in the past, run two *ASL Series Replays* (in Vol. 23, Nos. 2-3 and in Vol. 24, Nos. 1-2). Each featured the expert play of a "simple" scenario from one of the first modules—*BEYOND VALOR* and *STREETS OF FIRE*. Given that I tend to view the *Series Replay* primarily as a tool for introducing a new game system to the readership, and that we've so many fine new additions to our line recently, I see little to be gained by again expending the lengthy time and extreme effort required on another *ASL SR*. Rather, *SRs* for this extensive system are better placed in the *ASL Annual* now, where space and interest allow us to comment on facets of the game for experienced players (as with the replay of "Khamzin" in the 1990 issue).

As for my comment that the 1991 *ASL Annual* was "complete", I meant this only in the terms that I had all the material necessary for filling it. Sorry if I misled any readers. The very real and time-consuming work of playtesting the scenarios, editing the articles, producing the graphics, and laying it out all remain. This effort is well in hand, and the *Annual* will see release at *ORIGINS '91*. But, the *ASL Annual* is just that: I have no intention, no matter my desires, to have it appear more frequently . . . yet.

★★★★★

Dear Mr. Martin,

As a long time reader of *The GENERAL*, I thought you might be as tired as I am of the petty complaints that you often get. I just wanted to thank Avalon Hill for the countless hours of fun I have had in playing your games and reading your magazine:

Thanks for the feature on *ENEMY IN SIGHT*. I don't much care for the game, but it's the only wargame that I've ever gotten my wife to play and enjoy! It has also provided a good entry game for my 8-year-old. Without the feature article, I'm sure I never would have gotten it.

Thanks for the feature on fantasy games. I detest fantasy games and don't read the articles, but I realize that fantasy games sell and help keep Avalon Hill in business.

Thanks to "Chief Butthead" Greenwood who manages to offend people by including a little extra in a game like *TURNING POINT: STALINGRAD*. (However, if I ever do a Series Replay, don't dare let him be the neutral commentator!)

But, most of all, thanks for issues of *The GENERAL* like Vol. 26, No. 2 and 3. A real, honest-to-goodness WARGAMER'S magazine. And looking ahead on page 59, it looks like more good stuff to come. Most of us are mature enough to let the beginners and fantasy gamers have an issue every now and then, I'd hope.

Thanks again. Most of us do appreciate your fine work!

Charles Hawkins
Corryton, Tennessee

★★★★★

Dear Sir:

I wish to communicate to you the great pleasure that I have received over the years from your historical simulation games. Namely, *1776*, *WAR & PEACE*, and now *NAPOLEON'S BATTLES*. No other set of rules in my 25 years of experience has ever captured the proper command and "feel" of the period as well. I have just finished a review of your rules for the *Journal of the Society of Army Historical Research*. I will be pleased to send you a copy on publication. I sincerely hope that your firm will consider expanding this system to other popular periods—such as the Seven Years War, War of Independence, and American Civil War. I trust that you will continue to expand on all "tactical" fronts.

David Hamilton
East Grinstead, West Sussex

THE FRIGATES FIGHT

WS&IM in the War of 1812

By Michael Lee Merritt

The War of 1812 arose from the British practice—actually common among many European powers—of impressment, in this case of sailors serving aboard American ships under the claim that such were deserters or British citizens with forged papers. Under the pressure caused by losses during the Napoleonic Wars, British captains dragooned, it was claimed, thousands who could not prove they were natural-born Americans. French warships also impressed American sailors, although on a lesser scale. Indeed, in response to repeated French provocations the United States navy waged an undeclared naval war against France from 1798-1800, resulting in the clearing of the Caribbean of French privateers and commerce for a period.

The spark that set off the war between the United States and Great Britain came in 1807 off Norfolk. In June, a boatload of English sailors had deserted. The British were informed that they had been taken in and signed up by the USS *Chesapeake*, a fact true of only one of them. The commander of Halifax, following the British tradition of scorn for the fledgling country held since the Revolutionary War, ordered the *Chesapeake* stopped and searched outside territorial waters at the first opportunity. On 22 June, the *Chesapeake* (38 guns) departed Norfolk to become flagship of the Mediterranean squadron. HMS *Leopard* (52) followed and halted the American warship. But Commodore Barron, in command of the *Chesapeake*, refused to allow the search. Five minutes later, three broadsides in rapid succession issued from the *Leopard*, killing three and wounding Barron and 17 others. The flag was hauled down, the search conducted, the deserter hanged, and three Americans imprisoned.

In the aftermath, reparations were demanded of Britain, and when not given, President Jefferson recalled the Mediterranean squadron and convinced Congress to declare an embargo on trade with Britain. But the embargo was poorly enforced, and was eventually repealed in 1809; to replace it, the "Non-Interference Act" of 1809 was drafted, limiting trade with all belligerents. Meanwhile, to insure that the American trade routes remained open, and in response to British attempts to capture French-bound merchantmen off the coast of New York, the United States created an Atlantic squadron.

Tension continued to grow, however. On 16 May 1811, the British sloop *Little Belt* (20) engaged the American frigate *President* (44) by mistake during the night while off Cape Henry searching for French privateers. British casualties were 30, American but one. The British captain apologized, but refused all help, despite the fact that his ship was a battered wreck. But the action enraged many British captains when they learned of it, and impressment and harassment of American vessels increased until, on 18 June 1812, the United States declared war on Great Britain.

The United States navy began the war with 16 frigates, sloops and brigs, along with some 257 gunboats scattered in flotillas from Portsmouth to New Orleans. The only British ships stationed in the waters of the North American theater were the SOL HMS *Africa* (64), eight frigates and six sloops. These were scattered in such a manner that they could not support each other. And, of course, none of their captains were at this point even aware they were at war.

On 21 June, Commodore John Rodgers sailed from New York with his squadron, leaving the *Constitution* to finish fitting out and the *Essex* under repair. Within 36 hours, his five warships over-

hauled the British frigate *Belvidera* (32). The British frigate, upon sighting the American squadron bearing down, scampered to get outside territorial waters; but the wind was fitful and erratic, and late in the afternoon freshened, allowing the Americans to close the distance. *President* (44) opened fire with its two bow-chasers and quickly scored three hits. But the fourth shot burst a gun, breaking Rodgers' leg and killing or wounding 15 others. With the fall of night, the *Belvidera* escaped. Making Halifax three days later, her captain informed Admiral Sawyer—in command of the scattered British squadron—of events. Sawyer dispatched a sloop to discover what the situation was between the two nations, and prudently sent messages for the ships of his squadron to assemble at Halifax.

They responded with such alacrity that, on 14 July, Commodore Broke was able to arrive off New York with the *Africa*, *Belvidera*, *Shannon* (38) and *Aeolus* (32) to blockade the port. Almost immediately, the American brig *Nautilus* (14) sailed into the trap and was captured. On 17 July, the *Constitution* (44) arrived expecting to find Rodgers' squadron there as reported. In the falling darkness, her Captain Hull spotted four warships at anchor outside the harbor. He also spotted the frigate HMS *Guerriere* (38) approaching. Now followed high comic opera. Hull signalled the *Guerriere* but was not answered. The *Guerriere* signalled Broke's squadron, but received no response. Fearing the unknown, the captain of the *Guerriere* made for the open sea, with Hull in pursuit. Meanwhile, Broke's command spotted the American. In the chase that followed, the wind was non-existent, giving the action a lacklustre quality. The *Shannon* was towed by small boats. The captain of the *Constitution* used an anchor kedge to gain distance. Finally, after two days of the doldrums, the breeze stiffened and Hull managed to escape into a squall. *Guerriere* joined the British squadron. (Scenario FF-3, accompanying this article, recreates this action.)

During the first months of the war, the United States navy suffered a few small, but serious, losses. The revenue schooner *James Madison* was taken by the frigate HMS *Barbadoes* while on its way from Savannah to the West Indies. The brig USS *Vixen* (14) was captured by HMS *Southampton* in the West Indies, after it had been five weeks patrolling without taking a prize; but both *Southampton* and *Vixen* were lost on the way to port after grounding on an uncharted reef. The brig USS *Viper* (14) was overhauled and taken by HMS *Narcissus* off Havana.

But the USS *Essex* redeemed American faith in her ships. On the way to Bermuda, the American captain sighted a small frigate and seven troopships bound for Halifax. During the night, *Essex* slipped around the *Minerva* and forced one of the troopships to strike. But with most of her guns carronades, *Essex* couldn't match a British frigate in a daylight battle; besides, it was now understrength due to the prize crew aboard the troopship. Luckily, the remaining British ships sailed on. (See Scenario FF-1 below.) On 13 August, *Essex* took the British sloop *Alert* by posing as a merchantmen and then firing two broadsides into the enemy ship when she bore in close. *Alert* was sent back to Halifax, loaded with released prisoners.

Back with the British fleet blockading New York, on 16 August, Broke dispatched the *Guerriere* to Halifax for provisioning. Three days later, she came upon the USS *Constitution*. The two ships set themselves upon parallel tracks, the *Guerriere* yawing

to fire. But the first British broadside missed, as did most of those over the next 45 minutes. *Constitution* worked in closer, and despite her own poor shooting, *Guerriere* lost its mizzenmast. *Constitution* suffered some serious rigging damage, but Hull still managed to cross the enemy ship's bow in a rake. With the mizzenmast gone, *Guerriere* was at an extreme disadvantage. But when Hull swung back to again cross the bow, *Guerriere's* bowsprit fouled *Constitution's* mizzen rigging. Muskets and pistols broke out on both ships; some British-thrown gunwads started a fire on the *Constitution*, which was put out. After quite a hot time, the frigates tore apart, further damaging the rigging. *Guerriere* soon after lost both other masts, and her captain surrendered. *Guerriere* was abandoned during the night, and destroyed by fire the next day. Hull turned his crippled, overloaded ship for home. (This action is depicted in Scenario 17 in the rulebook for WS&IM.)

By September, most of the American warships had returned to port from their first tours with prizes and prisoners. On 8 October, Commodore Rodgers and Decatur left Boston with four ships under command. On the 11th, Rodgers turned for the Azores to raid British shipping with the *President* and the *Congress* (38). Decatur headed for Madeira in the *United States* (44), while the sloop *Argus* (18) headed towards South America.

On the 25th of October, Decatur sighted the frigate HMS *Macedonian* (38). Impulsively, both frigates raced towards each other. Decatur turned first, firing two broadsides. The *Macedonian* turned to keep the wind gauge and tried to close. The Americans kept up a rapid and accurate fire that cut *Macedonian* up terribly as it closed, but the *United States* lost its own mizzen-topgallant in return. Decatur then pulled away and continued to pound the now wallowing British ship. Eventually, *Macedonian* eventually surrendered; Decatur dispatched the prize to Newport while he took his own battered ship to New London. (Scenario 18.)

Elsewhere, a sudden gale took off the mainyard of the gun-brig HMS *Frolic* (18) and caused some damage to the USS *Wasp* (20) which was pursuing her. In the morning, just within sight of a British convoy the *Frolic* was due to rendezvous with, the two vessels closed the distance and proceeded to slug it out with their carronades. After some 16 minutes of this, the two crippled ships collided, *Wasp* raked the enemy's bow, and the Americans swarmed aboard the brig with little resistance offered. Hearing the gunfire, the British SOL *Poictiers* (74) left the convoy to investigate. Coming up rapidly, she easily recaptured the *Frolic*, then turned to chase down the *Wasp*. The captured American ship was sent to Bermuda for refit; her captain, Jones, and his crew were sent home in cartel—where Jones was given command of the captured *Macedonian*!

On 27 October, Commodore Bainbridge departed Boston with the USS *Constitution* and *Hornet*. On the 28th, *Essex* sailed from New York to rendezvous with Bainbridge north of Brazil. Arriving at that point earlier than expected, the commodore left a note for *Essex's* captain, left the *Hornet* outside Bahia harbor to await the exit of the British sloop *Bonne Citoyenne* sheltering there, and took himself off in search of prey. It would be nearly two months before he found it. The French-built HMS *Java* (ex-*Renomme* with 44 guns) was bound for India, carrying not only copper for the shipyards there, but the new governor of Bombay. On 29 December, Captain Lambert of the *Java* spotted the *Constitu-*

tion, and immediately maneuvered to close with her. In the ensuing maneuvers, neither captain could gain an advantage, but superior American gunfire took its toll.

Java soon lost her jib boom and bowsprit, the dangling head sails sending it into the stays. Despite having its wheel shot away, Bainbridge brought *Constitution* in to fire two broadsides into *Java's* stern. In trying to grapple, Lambert next lost the foremast, swung around, and was raked through both the bow and stern. By now, rigging on both ships was in sorry shape. The American frigate pulled away to effect repairs even as the gun crews continued to fire. Soon, *Java's* mainmast fell. The British ship struck her colors. In the two-hour battle, the Americans had lost nine killed and 25 wounded (Bainbridge had been wounded twice); the British had 48 dead (including Lambert) and 102 wounded. After futile efforts to save her, Bainbridge took aboard the British prisoners and burned the *Java* on the 31st of December. (Scenario 19 in the rulebook.)

Meanwhile, the *Hornet* had been chased from Bahia by the arrival of the SOL *Montague* (74). Escaping first to a neutral port, the American ship eventually slipped by the British blockade and rejoined *Constitution* off San Salvador on 3 January 1813. There Bainbridge dropped off the prisoners from HMS *Java* and both ships departed the region on the 6th for better hunting.

On 1 February *Constellation* sailed from Washington bound for Hampton Roads. But she promptly ran into the two enemy SOLs, three frigates and two sloops of Admiral Cockburn's squadron. Escaping up the Elizabeth River, the Americans took guns from gunboats there to fortify Craney Island in an attempt to preserve *Constellation*. Cockburn left a small force to keep her penned up there and set about destroying the shipping in the Chesapeake Bay. As scores of coastal craft were captured and/or destroyed, the most important coastal traffic of the young country came to a standstill. With the arrival of Admiral Warren's ships as reinforcements, Cockburn decided to take the *Constellation*. Some 2000 men were put ashore to take Craney Island, but after suffering 80 casualties the attack was called off. The British left an SOL to keep *Constellation* in check and departed the bay.

By February, the British were blockading all the major ports in the eastern United States. And they were in the process of building six large frigates (44 gunners) to challenge the American ones. By now, the number of British warships operating out of Brazil, Halifax, Jamaica, the Leeward Islands and Newfoundland totalled 17 74-gun SOLs, two 50-gun razees, 27 frigates, 50 sloops and brigs, and some smaller craft. The Americans were heavily out-gunned.

But successes still came their way. On 4 February *Hornet*, operating independently, sighted three enemy brigs. Her captain took the wind gauge and went after the one furthest out. But the HMS *Peacock* exchanged a broadside of carronades as *Hornet* passed, and then tried to cut across *Hornet's* stern. Turning to the fight, the American was rewarded by taking down one of the enemy's masts. After a hot eleven minutes of fire, *Peacock* struck her colors. But she sank so fast that three Americans from the prize crew (just come aboard) and 13 British sailors drowned below decks. Others scammed up the remaining masts, to be taken off by *Hornet's* boats.

By April, most of the American "fleet" was blockaded (one notable exception—the USS *Essex*). On the 23rd, Rodgers escaped Boston harbor with *President* and *Congress* (see Scenario FF-4). Decatur eluded the New York blockade only to run into a British squadron off Rhode Island; he lightened his vessels and took them up the Thames River. USS *Argus* slipped out of New York soon after, with the American Minister for France aboard. But the *United States* and *Macedonian* were dismantled and

their crews sent to other ships.

James Lawrence's *Chesapeake* had been blockaded by Commodore Broke, in command of the frigates *Shannon* and *Tenedos*. On 1 June, Broke sent *Tenedos* away in the hope of provoking Lawrence to make a break. He was not disappointed; Lawrence headed out the moment he learned of the change. *Shannon* fled—seemingly—between capes Ann and Cod; but once away, Broke hove to to await the *Chesapeake*. Lawrence charged on in, and for some time the frigates traded broadside for broadside. *Chesapeake* lost her headsails and ran into the wind, giving *Shannon* a quartering shot. Then the two frigates collided and fouled. The British topmen seized the American rigging, while Broke and the deck crew charged across the American quarterdeck, clearing it and closing the access hatches. Lawrence ordered, "Don't give up the ship!" But Lawrence died, and the Americans surrendered. With a prize crew aboard, *Chesapeake* was sent to Halifax. (Scenario 20)

After landing the American Minister at L'Orient, *Argus* spent the next month raiding the English Channel and Irish Sea, taking and burning 18 merchant vessels. On 14 August, the British brig *Pelican* sighted her taking her 19th prize. The two quickly closed to short range. Firing broadside to broadside, the British shot away all of the enemy rigging, then raked *Argus* again and yet again through the stern. The two vessels collided, and the British boarded without resistance. *Argus* was dispatched to Plymouth.

Even as the Battle of Lake Erie (Scenario 21) was deciding the control of the Great Lakes, the American frigate *Essex* had gone around the tip of South America to take on the British whaling fleet, single-handedly obliterating it. With an even larger crew than when he left the States, Commodore Porter was in no mood to leave the Pacific yet. Upon learning that a British frigate and two sloops were searching for his raider, Porter sailed into Valparaiso. He was still there on 8 February 1814 when the *Phoebe* (36) and *Cherub* (24) entered the harbor. Being a neutral port, the British declined to fight and instead established a tight blockade. On 28 March, a gale parted *Essex's* cable and Porter was forced out to sea. The British closed in and cut off his return to shelter. With the maintopmast gone, Porter anchored close inshore. *Phoebe* took up station under the stern and *Cherub* off the starboard bow. In the ensuing fight, *Phoebe* took some serious damage, but *Essex* was pounded into a wreck. Porter tried to beach his ship but the wind was against him, and when he tried to anchor again the last cable aboard parted. With no other choice, Porter gave permission to his men to swim for shore and ran up the white flag. Of the 31 men who reportedly tried to make the beach, most didn't. (See Scenario FF-5.)

On 12 March 1814, the captured and now-refitted sloops *Frolic* (out of Boston) and *Peacock* (out of New York) slipped through the blockade. The *Frolic*, after taking one merchantman and besting a privateer, was captured by a British frigate in the Florida Strait. The *Peacock* did much better, beginning with her capture of the brig *Epervier* (18), which was carrying some hundred thousand pounds in gold and silver. *Peacock* escorted the prize to Savannah. In July and August, the American ship terrorized the British merchantmen (even as the *Wasp* was forced to withdraw; see below) of the Channel, taking 14 prizes (and burning 12 within sight of the coast).

On 1 May, the USS *Wasp* had departed Portsmouth bound for the English Channel to do as the bold *Argus* had the year before—bring British coastal trade to a halt. By 28 June, when she met up with the HMS *Reindeer* (18), she had taken seven prizes. As the *Reindeer* closed, a volley of light guns sounded. William Manners, master of the British ship and a brilliant tactician, was first wounded by a cannon ball, then killed by musket fire. When the

British attempted to board and were beaten off, Johnston Blakely of the *Wasp* led his men back over and swept the decks. The ferocity of the fight can be imagined once one learns that all the British officers were casualties by the end of the melee. *Reindeer* was burned, while *Wasp* went to L'Orient for repairs. (See Scenario 22 in the rulebook for this action).

With the continental wars virtually over, in August the British at last sailed into the Chesapeake Bay in force. With four SOLs, 20 frigates and sloops, and 20 transports loaded with regulars, the British were out to end the war. On the 17th, Sir Peter Parker's frigate *Menelaus* and two sloops made a feint at Baltimore and James Gordon's command undertook another directed at Fort Washington. The remaining shallow-draft ships went up the Patuxent to destroy the flotilla of Commodore Barney. As the British neared, all but one of the American gunboats and schooners were scuttled and Barney's men marched to join the defenses of the capital. A week later, the attack on Washington opened. The city was in a panic, as Barney's men (along with some 120 Marines) retreated after briefly checking the Redcoat advance (Barney was wounded and captured). Naval stores were set on fire to deny them to the enemy, and the fire also claimed the American frigate *Columbia* and newly-built sloop *Argus*. The schooner *Lynx* was towed away. Soon after, the capitol of the United States followed them into flames, burned by the vengeful British.

Even as the Battle for Lake Champlain (Scenario 30, found in Vol. 13, No. 2 of the *GENERAL*) was being fought, the British were laying plans for the capture of Baltimore. On 12 September, some 4700 regulars were landed. Early the next day, even as the land troops maneuvered, the HMS *Erebus*, schooner *Cockchafer* and five bomb ketches attacked Fort McHenry. *Cockchafer* took a hit and all retreated. Several hours later, *Erebus* and three bomb ketches returned to renew the bombardment. But the ketches were hit repeatedly and the British gave up the attack on the harbor. Oh yeah . . . the land forces were turned aside by American irregulars.

On the same day, Admiral Percy arrived off Mobile Bay with the sloops *Hermes* and *Sophie*, brigs *Carron* and *Childers* and a transport. As marines and irregulars were being landed, the flotilla opened a duel with Fort Bowyer from a distance. Three days later, the British land assault on the fort was conducted, as the British ships closed the range to help. But *Hermes* lost its cable and drifted aground. The marines were repulsed. Seeing no alternative, the British commander ordered *Hermes* burned and then withdrew.

Wasp returned to the English Channel from L'Orient in late August. She took three prizes in the first four days there. During the night of 1 September, the American sighted four sail. Despite the strong wind and running sea, *Wasp* closed with the brig HMS *Avon*. For 45 minutes the two little ships hammered each other, until the *Avon* was a slowly sinking wreck. *Wasp's* own rigging was badly cut up, and she was forced to flee when two more British ships were sighted (the British too busy helping *Avon* to pursue). On 21 September, *Wasp* took its last prize. On 9 October, she was sighted by a Swedish brig—the last time the gallant *Wasp* was ever seen. It is assumed she was lost at sea with all hands.

In mid-December, a British fleet (60 warships and transports) departed Jamaica for an attack on New Orleans, gateway to the continent. Blocking the route was one Lieut. Jones and his five gunboats. The British sent in 45 barges loaded with troops and 42 cannon to clear the way. Jones then chose to run north, but several of his gunboats grounded and the Americans were forced to fight. Deploying 23 cannon, the British bombarded the gunboats until their magnificent infantry moved forward to decide

MASTER SCENARIO CHART

Name	Guns	Class	Nr.	Initial Position				Crew Section			Guns		Carro-nades		Rigging				Point Value
				Bow Hex	Dir Nr.	Hull	Qual.	1	2	3	L	R	L	R	1	2	3	4	
Scenario FF-1																			
<i>American</i>																			
Essex	32	F	4	VV20	5	7	El	3	3	2	1*	1*	8	8	5	5	5	5	16
<i>British</i>																			
Minerva	32	F	4	NN26	3	5	Cr	2	1	1	3	3	2	2	5	5	5	5	12
Troopship 1	—	+		++	3	3	Av	1	1	—	—	—	1	1	3	3	—	—	7
Troopship 2	—	+		++	3	3	Av	1	1	—	—	—	1	1	3	3	—	—	7
Troopship 3	—	+		++	3	3	Av	1	1	—	—	—	1	1	3	3	—	—	7
Troopship 4	—	+		++	3	3	Av	1	1	—	—	—	1	1	3	3	—	—	7
Troopship 5	—	+		++	3	3	Av	1	1	—	—	—	1	1	3	3	—	—	7
Troopship 6	—	+		++	3	3	Av	1	1	—	—	—	1	1	3	3	—	—	7
Troopship 7	—	+		++	3	3	Av	1	1	—	—	—	1	1	3	3	—	—	7
* = If playing with Basic Rules, ship may fire broadside every other turn. + = Use any Class 1 counter to represent troopships. ++ = Anywhere on rows JJ-RR inclusive, at least two hexes apart and within 12 hexes of <i>Minerva</i> .																			
Scenario FF-2																			
<i>American</i>																			
Constitution	44	F	4	EE20	5	12	El	4	3	3	4	4	3	3	6	6	6	6	24
President	44	F	4	EE14	5	12	Cr	4	3	3	4	4	4	4	6	6	6	6	21
United States	44	F	3	EE17	5	12	El	4	3	3	4	4	4	4	6	6	6	6	24
Congress	38	F	4	EE11	5	9	Cr	3	3	2	3	3	3	3	5	5	5	5	16
Hornet	20	S	5	EE8	5	4	El	2	1	1	—	—	3	3	4	4	4	4	12
Argus	18	S	5	EE5	5	4	El	2	1	1	—	—	3*	3*	4	4	4	4	11
<i>British</i>																			
Guerriere	38	F	3	LL33	2	9	Av	2	2	2	3	3	3	3	5	5	5	5	13
Aeolus	32	F	3	OO32	2	6	Cr	2	1	1	3	3	1	1	5	5	5	5	12
Belvidera	32	F	3	RR30	2	6	Cr	2	1	1	3	3	1	1	5	5	5	5	12
Shannon	38	F	4	UU29	2	10	El	2	2	2	3	3	3+	3+	5	5	5	5	17
Africa	64	SOL	2	XX27	2	11	Cr	3	3	2	6	6	3	3	7	7	7	—	20
* = 5 in Advanced Game. + = 7 in Advanced Game.																			
Scenario FF-3																			
<i>American</i>																			
Constitution	44	F	4	X15	6	12	El	4	3	3	4	4	3	3	6	6	6	6	24
<i>British</i>																			
Africa	64	SOL	2	XX23	6	11	Cr	3	3	2	6	6	3	3	7	7	7	—	20
Shannon	38	F	4	CC15	1	10	El	2	2	2	3	3	3+	3+	5	5	5	5	17
Belvidera	32	F	3	CC18	6	6	Cr	2	1	1	3	3	1	1	5	5	5	5	12
Aeolus	32	F	3	Y19	6	6	Cr	2	1	1	3	3	1	1	5	5	5	5	12
+ = 7 in Advanced Game.																			
Scenario FF-4																			
<i>American</i>																			
President	44	F	4	MM22	6	12	Cr	3	3	3	4	4	4	4	6	6	6	6	21
Congress	38	F	4	PP23	6	9	Cr	3	2	2	3	3	3	3	5	5	5	5	16
<i>British</i>																			
Shannon	38	F	4	S25	2	10	El	2	2	2	3	3	3+	3+	5	5	5	5	17
Tenedos	38	F	4	V23	2	9	Cr	2	2	2	3	3	3	3	5	5	5	5	15
+ = 7 in Advanced Game.																			
Scenario FF-5																			
<i>American</i>																			
Essex	32	F	4	K22	4	7	El	3	3	3	1*	1*	8	8	5	5	5	5	16
<i>British</i>																			
Phoebe	36	F	4	O26	1	7	Cr	2	2	1	3	3	1	1	5	5	5	5	14
Cherub	24	S	5	N16	6	5	Cr	2	1	1	—	—	3	3	4	4	4	4	10
* = If playing with Basic Rules, ship may fire broadside every other turn.																			

the issue. Jones' boat was taken, its guns turned on the others, and within moments the "battle" was over. All five gunboats surrendered. The British settled down to plan their advance on the city.

At this time, though, the Treaty of Ghent was being finished (24 December). On the 27th it was signed by the Prince Regent and hurried aboard the sloop HMS *Favourite* for a journey to North America. On the 2nd of January 1815, the *Favourite* at last left port much delayed by storms.

Twelve days later, a gale blew the British squadron blockading New York off station. Unaware of the impending peace, Decatur of the *President* took the opportunity to escape. Grounding on a sand bar, he lost two hours. Anticipating such an attempt, the British captains made for the likely point of inter-

ception rather than their stations as their ships weathered the gale. As the sun rose the next day, the 15th, Decatur sighted the British, arrayed between *President* and Staten Island. *Tenedos* (38) appeared first, but it was *Endymion* (40) which closed on *President*'s starboard quarter, yawing and firing and giving Decatur no chance to board. After some 30 minutes of this, he turned to cross *Endymion*'s bow, but the British frigate turned broadside. For two hours the ships hammered at each other, until every sail on *Endymion* had been shot away. Turning again to flee, *President* was now caught by the *Pomone* (38). That British ship fired one broadside that wounded Decatur and caused considerable damage. *Tenedos* closed in. A bleeding Decatur gave the order to surrender. His ship was sent off to Bermuda.

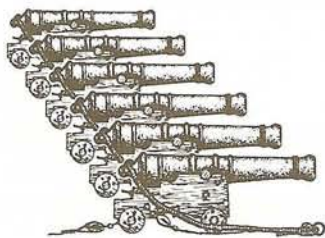
On 11 February *Favourite* arrived in New York under a flag of truce and the treaty papers were transferred to couriers. The treaty reached Washington on the 14th, and was signed by President Madison. On the 17th, Congress ratified the Treaty of Ghent unanimously. The war was over.

But not the fighting. On 20 February 1815, *Constitution* sighted the sloop *Levant* (20) and corvette *Cyane* (24) northeast of Spain. After five hours of a stern chase, the fight began. The British formed a two-ship line while Captain Stewart took the wind gauge. Stewart took the *Constitution* in and opened fire, but the smoke soon blocked the view. He ordered her fire held for a moment, and the smoke cleared just in time for Stewart to spot *Cyane* trying to cross *Constitution*'s stern. He backed sails,

and pounded the corvette with short-range fire. When *Levant* tried to come about to help, Stewart raked its stern. With its rigging shot away, *Levant* drifted away. *Cyane* surrendered. Just as repairs to the rigging were complete enough to make a run for it, "Old Ironsides" closed and exchanged one last round of broadsides. *Levant* surrendered. (See Scenario 23 in the rulebook.) Stewart and his prizes sailed to Porto Praya. There a British squadron arrived soon after; Stewart decided to make a break for home. *Cyane* and *Constitution* made good their escape, but *Levant* was turned back. The British then violated neutrality and seized her. Stewart and his prize sailed into New York, after learning the war was over.

Also at sea as the treaty was being signed, the USS *Hornet* and USS *Peacock* mistook the SOL *Cornwallis* for a lumbering East Indiaman. Nearing her, the Americans discovered their mistake and fled on diverging courses. *Peacock* was soon lost to sight, but the *Cornwallis* was soon gaining on *Hornet*. In an effort to lose the SOL, the American crew threw overboard virtually everything—boats, stores, cannon, anchors. Yet come dawn, the Britisher's bow-chasers opened fire (despite a change of tack during the night by the Americans). So over the side went more weight—muskets, cutlasses, capstan, anvil, bells and the topgallant fore-castle! Late that afternoon, *Hornet* finally drew away, a speedy hulk. On the 9th of May, her crew learned of the peace.

Meanwhile, *Peacock* continued on to East Indian waters. In June, she took and burned four Indiamen off Java. On 31 June, *Peacock* sighted a British brig. When the brig did not stop or alter course away from her, *Peacock* closed and fired a single broadside (killing seven). The unlucky little HMS *Nautilus* surrendered. It has the dubious distinction of being at once both the first and last warship captured in the War of 1812 (being the same ship, under American colors, taken off New York in July 1812). From her captain, the *Peacock* learned of the end of the war.



SCENARIO FF-1 ESSEX VS. MINERVA 9 July 1812

I. INTRODUCTION

Leaving New York on 3 July after completion of repairs, Captain David Porter set sail for Bermuda. Overtaking a convoy of seven troopships headed for Halifax, the American kept his distance from Captain Hawkins in the escorting HMS *Minerva*. Armed with only six long 12-lbers and 40 carronades, Porter had little choice. He waited until nightfall, evaded the escort, and cut out one of the troopships.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 5
Wind Velocity: 3—Normal Breeze
Wind Change: 5

III. SPECIAL RULES

1. No anchoring allowed.
2. No land hexes.
3. No fire allowed beyond five-hex range (night visibility).
4. Scenario has but 20 turns.

SCENARIO FF-2 COMMODORE RODGERS 19 July 1812

I. INTRODUCTION

Within 36 hours of the American declaration of war, Commodore Rodgers departed New York, driving HMS *Belvidera* off station in the process. British Commodore Broke's squadron arrived off New York on 14 July to blockade the port; and the USS *Constitution* arrived four days later. If Rodgers had delayed his departure, the decisive naval action might well have taken place off the port as the combined American "fleet" engaged the British North American squadron.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 1—Light Breeze
Wind Change: 5

III. SPECIAL RULES

1. Anchoring is allowed.
2. Board edge $\frac{2}{3}$ is considered land.

IV. SPECIAL VICTORY CONDITIONS

To claim victory, the American player must amass at least 30 victory points, and have at least 50% more VP than the British player.

SCENARIO FF-3 CONSTITUTION VS. SHANNON 19 July 1812

I. INTRODUCTION

Captain Issac Hull raised anchor in Annapolis three weeks after hostilities commenced (having spent his time recruiting a crew). He made for New York in hopes of joining Rodgers, unaware the latter had already left port. Arriving off the port during the night, Hull found a number of ships outside. Not knowing whether they were hostile or friendly, he wisely waited until dawn. In the chase that followed, the wind was fickle, and only towing and anchor-ketching saved *Constitution* from capture.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 3
Wind Velocity: 1—Light Breeze
Wind Change: 3

III. SPECIAL RULES

1. Anchoring is allowed.
2. No land hexes.

IV. SPECIAL VICTORY CONDITIONS

The American player wins automatically by surviving uncaptured and undestroyed. Otherwise, the player with the most victory points wins.

SCENARIO FF-4 BROKE'S CHALLENGE 22 April 1813

I. INTRODUCTION

Commodore Philip Broke was in command of the British blockading squadron off Boston keeping four American warships bottled up inside. Upon hearing that Rodgers planned to break out with two of the frigates, Broke—a colorful, sporting type—issued a challenge to Rodgers. Broke would dispatch all his ships except *Shannon* and *Tenedos* and face whichever two American frigates Rodgers wished to send against him. Rodgers, however, declined, slipping through the blockade the next day.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 3—Normal Breeze
Wind Change: 5

III. SPECIAL RULES

1. No anchoring allowed.
2. Board edge $\frac{2}{3}$ is considered land.

SCENARIO FF-5 PORTER VS. HILLYAR 28 March 1814

I. INTRODUCTION

Blown out of Valparaiso by a gale, Captain Porter was forced to fight two British ships. Beyond carronade-range for most of the battle, and with its stern exposed, *Essex* was pounded until helpless. The ship struck even as some of the crew made for shore.

II. PREVAILING WEATHER CONDITIONS

Wind Direction: 2
Wind Velocity: 5—Gale
Wind Change: 6

III. SPECIAL RULES

1. No anchoring allowed.
2. Board edge $\frac{2}{3}$ is considered land.
3. *Essex* has already taken two points of rigging damage (player's choice of location).
4. Wind Velocity may not be less than "Heavy Breeze".



Easing Into . . . Cont'd from Page 8

"decisive victory" (which is required for the French at Waterloo in the "short" scenario played), it is necessary to disperse (eliminate) and/or have routed a number of enemy infantry and cavalry brigades equal to the enemy's army morale number (printed on the label for the army commander general unit—21 for Wellington's army at Waterloo). If this is done, the enemy is considered to have been driven from the field in red ruin. Hurrah!!



Bed of Steel . . . Cont'd from Page 34

into a successful feeder-line strategy by the actions of others, but cannot set out to create such an opportunity; it's simply too costly.

Conclusion

1830 is one of a very small number of multi-player games which are almost pure tests of skill. Unlike *DIPLOMACY* and its brethren, however, 1830 is unique in that one's fate is somewhat less dependent upon the actions of other players if one so chooses. The game lends itself so well to analysis, in fact, that it suffers from the same problem as chess—unless a time limit is set, the game can drag on far too long to be enjoyable. I think the game is best enjoyed if each player is practiced enough so that only three or four important decisions will require extensive thought and calculation. Our local gaming group plays a very sophisticated game, but usually completes a match (no bankruptcies) in three to four hours. This is a comfortable evening's entertainment.

This article is intended to provide the beginner with some examples of the issues he must think about when making these crucial decisions. Profound hex-by-hex, dollar-by-dollar analysis of a large number of specific situations is beyond my scope, but I will be glad to respond to future discussion or criticism of the points raised here in future issues of *The GENERAL*.



UP THE SLOPES AND AT 'EM

Confederate Strategy in DEVIL'S DEN

By John Hyler

At about 4:00 pm on the second day of the battle around Gettysburg, General Lee's Army of North Virginia began a series of attacks against Meade's forces, seeking the latest in a string of victories in the field. Lee's orders were to attack *en echelon*, with Hood's division of Longstreet's I Corps leading the attack from the Confederate right. Avalon Hill's excellent tactical game, *DEVIL'S DEN*, recreates the moment of the attack of General Hood's division around Devil's Den and Little Round Top on 2 July 1863.

For those who may be unfamiliar with the term, *en echelon* defines an attack sequence whereupon the first combat unit (be it regiment, brigade, division or whatever) initiates the attack from one end of the line. The next combat unit in the line, when the commanding officer deems the time to be appropriate, then advances to the attack . . . followed by the third unit in line, and so forth. Ideally, this tactic subjects the defender to a series of jack-hammer blows intended to shock, disorganize and ultimately force him to retreat.

In his article, "A Devil of a Fight" (Vol. 22, No. 5 of the *GENERAL*), David Bieksza discusses in great detail strategies for both the Confederate and Union players in the game. As is fitting for any first article on a new release, he chose to limit his scope to the smaller scenarios: the assault on Devil's Den itself and the attack on Little Round Top, briefly touching on some of the variants offered. However, for the wargamer to fully appreciate the entire panorama of the combat which raged here, one must play the Major Battle Scenario. This article discusses Confederate strategy, presented on a brigade level, with some specific regimental tasks defined as needed. I will not be considering detailed unit tactics, as this is intended more as a strategic overview than a tactical primer (see Vol. 25, No. 5 for some hints in this direction).

Historically, both Robertson's and Law's brigades were separated, with regiments from both participating in the fighting at Devil's Den and Little Round Top. We, having perfect control of our cardboard units, rarely face such confusion. However, for those readers who might wish to recreate the historical limitations on the Confederates, the following should be observed: the 3rd Arkansas and 1st Texas enter the board in their historic entry points in Area 3, and hexes 1142 and 1342. These units may not move south of hex-row 19 before Turn 8. The 4th and 5th Texas must enter on hexes 1942, 2142 and 2342 and follow Law's Brigade to Little Round Top. The 44th and 48th Alabama separate from the bulk of Law's Brigade and battle the 4th Maine at the Slaughter Pen. Following such force dispositions will recreate the battle historically, and likely lead to a similar outcome for the Confederates.

Luckily, most Confederate players are not so constrained. So, let's see what we can do with the boys in grey:

LAW'S BRIGADE

At the beginning of the game, the Confederate player must make an important decision about where Law's units will attack. Their poor overall morale (four of the five regiments have a C morale), plus the eventual application of "Law's Fatigue" makes them less than ideal as assault troops. Law's Brigade also suffers under an additional burden. The 4th and 44th Alabama each have two elements that become ineffective after suffering but one casualty point (CP hereafter), and the 48th Alabama has one such. This rapid diminution of fighting effectiveness under fire,

plus the above listed facts, combine to make an assault on Little Round Top by Law's Brigade a very "iffy" proposition.

It is a viable option for Law's Brigade to separate upon entry, with one section overrunning the 2nd US Sharpshooters in the Devil's Kitchen and then assaulting the 4th Maine in the Slaughter Pen. The other section would then cross the board and attack the 86th New York and 99th Pennsylvania in the Rose Woods. Law could then receive support later from Benning's Brigade to finish off Ward and occupy Houck's Ridge.

This approach has the advantage of freeing Robertson's Brigade, much the better qualitatively, to consolidate and assault Little Round Top—which is surely the more difficult of the two objectives. But the kicker to all this (and for me the deciding factor) is time. Were Law's troops to engage in the above plan, it would take at least five or six turns before the selected regiments would be in position to launch a concerted assault on the Union forces in the Rose Woods. This would enable the 86th New York and 99th Pennsylvania to move to the 520-foot contour line and dig in behind breastworks. Too, the Confederates will lose at least one or two turns before they can assault Little Round Top. Again, this gives Vincent's Brigade a priceless additional span to consolidate and fortify Little Round Top.

So, Law's Brigade must bear the historical burden of assaulting the heights. However, instead of the 44th and 48th Alabama splitting off to attack the 4th Maine, the entire brigade marches towards Little Round Top. Initially, however, they must push back the 2nd US Sharpshooters from the edge of the woods at the Devil's Kitchen. This is not the easiest of tasks, since the Sharpshooters can wreak havoc with rapid fire while at the same time remaining a difficult target to hit. To minimize damage to the brigade as a whole, the first two of Law's regiments deploy after entry to form a continuous line from the south edge of the board to the 2400 hexcolumn, inclusive. The next two regiments line up behind them, with the fifth regiment following. By extending the line only to the 2400 hexcolumn, the required ten-hex space is maintained between the greycoats and the sections of the 4th New York battery on Houck's Ridge. The Confederate offboard artillery can then pound on the Union artillery during the ensuing Offensive Fire Phase.

Only the decision remains to be made of which two regiments will lead the initial charge. I take issue with Mr. Bieksza's statement that the 47th Alabama is the "sad sack" regiment. Granted, Lt. Colonel Bulger is a mediocre commander, but this can be alleviated by Command Bonus Allocation from Law. As stated before, the 4th and 44th Alabama each have two fragile elements (and the 48th has one). In comparison, all of the parts of the 47th can sustain two CP before becoming ineffective. Clearly, the "sad sacks" of the brigade are the 4th and 44th and, like cannon fodder in all armies throughout the ages, they will lead the charge and absorb the first casualties. In sheer numbers, they are still sufficient to overwhelm the Sharpshooters, barring some extraordinary luck on the part of the Union player. The 48th and 47th Alabama form the second line, followed by the 15th in the rear. This will save the best regiments (particularly the 15th Alabama) for the assault on Little Round Top itself. (Figure 1 shows a typical entrance of Law's Brigade under this scheme.)

The initial entry will have to be in double-time so that all of the lead units will be in position to

advance adjacent to the Sharpshooters with normal march on Turn 2. Granted, the Confederates could make a hasty rush straight forward on Turn 1 to be adjacent to the Sharpshooters in hex 3036, but the halving of firepower during both the Offensive Fire and Melee will place them at a severe disadvantage. I feel that it is better to utilize the double-time on Turn 1 to spread out on a broad front, and be prepared to deliver a crushing, full-strength blow on Turn 2 if the Union player does not withdraw his Sharpshooters.

It is crucial for Law's troops to either annihilate or so weaken the 2nd US Sharpshooters as to render them useless as a combat unit. If this occurs early in play, then the Confederates can change to column formation and double-time up the hill, possibly even beating Vincent's Brigade to Chamberlain's Spur on Little Round Top. If the Union player recognizes that the true function of the Sharpshooters is to delay and harass, then he will withdraw them on Turn 1 to set up a series of picket lines and fight a delaying action to buy time for Vincent's boys.

If this is indeed the case (and *never* expect your opponent to play foolishly), then Law's regiments will have to remain in line during their climb. Care will have to be taken to prevent the Sharpshooters from infiltrating behind. The Confederate strategy must be one of herding them towards Little Round Top. But if you can catch them, destroy the Sharpshooters.

Once in the woods, different regiments will be called upon to chase the Sharpshooters. This is because, during the climb up the hill, regiments will be split from the main body of the brigade to staging areas at the edge of the woods. The first to go will be the 4th and 44th Alabama. They proceed to the edge of the woods between hexes 1924 and 2220. Once in position there, they can commence a harassing fire on Vincent's Brigade as it positions itself on Little Round Top. The 48th and 47th then carry the fight to the Sharpshooters. The next regiment to separate is the 48th. They proceed to the area around hex 2318, setting up along the edge of the woods to further harass Vincent. The 47th Alabama deploys in the area around hex 2316, while the 15th Alabama concludes the chase of the Sharpshooters and deploys around hex 2613.

The Confederate player should avoid initiating a piecemeal assault on Little Round Top. If the Union sharpshooters have done their job, they will have bought enough time for Vincent's Brigade to deploy and dig in. Faced with this, any sort of hasty attack will only result in the piecemeal destruction of grey units.

By this time, the Hood Staff counter has made its appearance. When Law assumes command for Hood, a regimental commander must replace Law. Since the best remaining regimental commander assumes command of the brigade, the choice is between Colonel Oates of the 15th Alabama or Colonel Sheffield of the 48th. Sheffield is by far the better choice, since all of Oates command points will be needed for the 15th Alabama. The Hood Staff counter then remains near the 47th Alabama to give assistance as needed to Lt. Colonel Bulger. The Law Staff counter remains around the middle of the line to lend assistance as necessary. So, initially, more than any other two commanders, Colonels Oates and Sheffield need to be protected to keep these options open for the Confederate player.

As soon as the 15th Alabama is in position, the entire brigade attacks as one. Given a normal deployment of Vincent's Brigade, the 15th Alabama

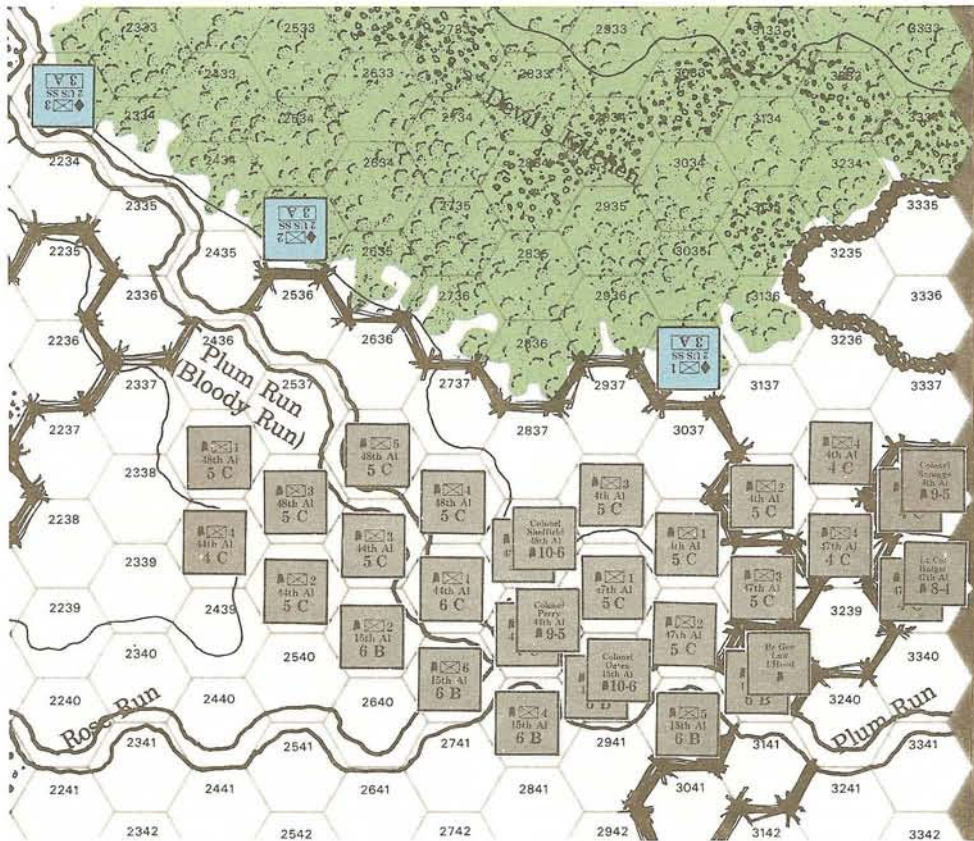


Figure 1: Law's Brigade going up the slope.

will battle the 20th Maine for control of Chamberlain's Spur. If the Union player chooses a historical alignment of forces, the 47th Alabama then squares off against the 83rd Pennsylvania, with the 44th, 4th and 48th attacking the 44th New York and 16th Michigan. The Confederates might face a different deployment of Vincent's regiments (particularly the 44th New York, which may be on the Union right protecting the face of Little Round Top).

However Vincent's Brigade is deployed, the greycoats face a tough fight to dislodge them. While Law's Brigade may have fantastic fortune and actually succeed in routing the Federals from Little Round Top, the Confederate player will most likely have to settle for less. The most important objective initially is to root out the defenders on Chamberlain's Spur and push them north. Once the 20th Maine is dislodged, the anchor for the Union left flank is gone and the Confederates threaten to slowly roll up the line.

On the Confederate left, the 4th, 48th and 44th will be trying to flush out the defenders in front of Little Round Top. If the 44th New York anchors the Union right, this will be no easy task given the mediocre quality of the grey regiments. If the Alabamans do not succeed initially, to avoid dashing them to pieces on the enemy breastworks, you will have to settle for a protracted firefight with attrition of the defenders the overall objective. The greatest single advantage that Law's Brigade has is its size. They outnumber Vincent's Brigade five regiments to four, and in manpower by nearly two-to-one. The Confederate player must use this fact to the fullest. While flanking maneuvers will be glacially slow due to the terrain, these should always be considered if they might help lever the bluecoats out of defensive lines. An excellent tactic is to heed Mr. Bieksza's suggestion and use one regiment to build a line of breastworks from the rocks around hex 0714 or 0915 to the 520-foot contour line. Use of Command Bonus Allocations for the Law Staff counter will insure construction. Once this line of breastworks is completed, the regiment can then rejoin the assault—time permitting—on Little Round Top.

In summation, by this juncture in time, a realistic assessment will see the 15th and 47th Alabama pushing the defenders north from Chamberlain's Spur, with the rest of the brigade engaged in an attritional firefight with the remainder of Vincent's Brigade. Law's Brigade, by themselves, will probably be unable to force the bluecoats from Little Round Top completely. At this point, Law must await further developments.

ROBERTSON'S BRIGADE

The Texas brigade is easily the best in the game. With a uniform "A" level morale and divisions which can take two and three hits of damage before becoming ineffective, they are very formidable. If the Confederate player opts to send Law's Brigade storming Little Round Top, it is then the task of Robertson's Brigade to battle Ward's Brigade for Houck's Ridge.

For the Confederate player, the key to the entire Union position is the Rose Woods. Possession of this area will unhinge Ward's entire line, plus possibly garnering victory points for separating Ward from the rest of the III Corps (24.0). The historical entry points of Robertson's Brigade provide ideal areas from which to deploy for this effort. The 3rd Arkansas and 1st Texas enter using double-time movement. If the Union player moves the 86th New York forward to the 520-foot contour line, the 3rd Arkansas should enter at hex 0241. This will enable the entire regiment to deploy poised to attack along it from the north edge of the board south on the very next turn using normal march.

Entering at hex 1142, the 1st Texas also moves into the Rose Woods. The lead element (four SP) removes the fences at 1040 and then moves out of the way for the rest of the regiment. With careful movement, these can be in position to attack on Turn 3 along the 520-foot contour line, shoulder to shoulder with the 3rd Arkansas, using normal march. This will require the Confederate player to position the 1st Texas elements in hexes 0939 and 0940, exposing them to fire from the 124th New York; but the 124th New York should have some

higher priority targets to fire at. Robertson himself accompanies the 3rd Arkansas and 1st Texas to lend support.

The 4th Texas enters at hex 1742, and the 5th Texas enters at 2342. Both double-time so that they can climb the 480-foot contour line, and then deploy on the 480-519 foot level. From there, on Turn 3, both regiments revert to normal march. The 4th Texas moves to the stone fence bordering Weickert Field and engages the 124th New York in an all-out firefight, concentrating on those elements shielding the artillery crews. The 5th Texas marches towards Devil's Den to assault the 4th Maine there.

Entering the 3rd Arkansas and 1st Texas at their historical entry points will result in an early assault along the 520-foot line if the Union player chooses to advance and establish his defensive line there. This early attack will prevent breastworks from being constructed in all of the hexes along the 520-foot level in the Rose Woods. Establishing a defensive line further back deprives the Union player of his best line of defense (as well as reducing the area that he can retreat to), so expect the enemy to be in the Rose Woods at the 520-foot level.

[For play-balance purposes against a novice Union player, it may be best to have Robertson's entire brigade enter in Area 2. This will enable the Union, with good fortune, to erect a defensive line with breastworks spanning the 520-foot line if he desires, evening the balance. If an entry in Area 2 by Robertson is utilized, then the assault by the 3rd Arkansas and 1st Texas will begin on Turn 4 or 5, but all else remains the same.]

Even if the 86th New York and 99th Pennsylvania are crouched behind breastworks, the 3rd Arkansas and 1st Texas still have a better than even chance of forcing the bluecoats to retreat. The 86th New York and 99th Pennsylvania have an average unit strength of 3.8; the 3rd Arkansas and 1st Texas combined average is 5.4. This difference in actual strength, plus the addition of bayonets, an occasional charge and aid from officers means that the Confederates will enjoy combat differentials of not less than "0" on the Melee Table initially. With their superior morale and durability, it is usually only a matter of time before the Union line in the Rose Woods starts to crumble. When this happens, the Confederate player can then roll back the outnumbered defenders handily.

While this assault is taking place, the 4th Texas continues to occupy the 124th New York and the 4th New York artillery on Houck's Ridge, as the 5th Texas attacks the 4th Maine in the Slaughter Pen. As with the assault in the Rose Woods, the 5th Texas will have the edge on the Melee Table, although by moving in the open they will be more likely to sustain some casualties. Nonetheless, the 5th Texas should be able to root out the 4th Maine from Devil's Den. When this is complete, the 5th Texas reforms on the east side of Devil's Den.

As soon as the 5th Texas reforms, the 4th Texas leaves its stone fence and advances on the 124th New York and the artillery at the crest of Houck's Ridge. The 5th Texas advances from the south. The 4th Texas will probably sustain a battering at the hands of the defenders as they approach the crest, but with the threat looming of being outflanked, the 124th and batteries (and perhaps the remnants of the 4th Maine as well) will be forced to retreat to the north.

The fly in this ointment is the 40th New York. The Union player faces a choice as to where to send this regiment when it enters. If the Rebels have made a dramatic breakthrough in the Rose Woods, he may have to send the 140th there to stem the tide. If the line is holding in the woods, then the Union player is free to send it to the area of Houck's Ridge or the Slaughter Pen. This would spell trouble for the 4th and 5th Texas, which will no doubt be weakened

by this time. It is imperative, therefore, for the Confederate player to press home the attack in the Rose Woods and smash the Union line there. By forcing the Union to send the 40th New York to the woods, the Confederate player funnels the enemy's best reinforcements in this area to a place where it will have the least impact. The 4th and 5th Texas can then freely assault the 124th.

Of course, the Union player may send the 40th New York to Houck's Ridge anyway, regardless of the situation in the Rose Woods. But if he does, the Confederate player should look to pushing the defenders there out of the woods in order to threaten the rear of the 40th New York as they advance. Meanwhile, the tiny 6th New Jersey can be troublesome, but by the time they enter in Area A, the battle should be to the point where the Confederates can divert a few units to deal with the problem.

The key element of the assault by Robertson's Brigade is time. The overall objective is to defeat Ward's Brigade by Turn 10 (at the latest) and push the remnants north of Houck's Ridge. This will, of course, net the Confederates the VP for Houck's Ridge; but more importantly, they will have cleared the way for Benning's Brigade.

BENNING'S BRIGADE

The boys from Georgia are the lynchpin upon which Confederate hopes for victory depend. Qualitatively, they are a mixed bag. The 15th and 17th Georgia have good "B" morale, while the 2nd and 20th Georgia have only "C" level. Durability is good for the 2nd, 15th and 17th Georgia. The elements of all three of these regiments can take two or three casualty points before becoming ineffective. The 20th Georgia, however, has two divisions which become ineffective after absorbing but one casualty point. They are indeed the "sad sacks" of the brigade (with strength, durability and leadership factors identical to that of the 4th Alabama of Law's Brigade).

If the Texans have succeeded in dislodging Ward's Brigade and the 4th New York artillery, pushing them and any Union reinforcements east of the crestline of Houck's Ridge (as well as neutralizing the 6th New Jersey), the Georgians can then enter in column formation, double-timing towards the crest of Houck's Ridge. On the turn they are on top, they change to line formation but continue to double-time. The ultimate objective of Benning's Brigade is not Houck's Ridge (as it was historically), but Little Round Top itself. Ideally, by Turn 12 or 13 they should be nearing the base of Little Round Top. If Robertson's Brigade is having trouble with Ward, Benning's troops may have to fight their way through; but at all costs, they must keep this initial combat to a minimum—just enough to clear the way for themselves to pass through.

Beginning on Turn 12, several things occur that might hamper the Confederate effort. Turns 12 through 14 mark the arrival of Weed's Brigade and Battery D, 5th US Artillery. On Turn 13, both Robertson's and Law's brigades become "expended"; and on Turn 15, Law's "Fatigue" begins. For Robertson's force, the transition from Fresh to Expended should not be too painful, since by this time Ward's Brigade should be "expended" too and it (along with the 4th New York artillery, 40th New York and 6th New Jersey) should be on the run.

However, the dual effects of expended followed by fatigue for Law's Brigade will see the end of effective offensive capability there. Vincent's Brigade will enjoy two more turns of full-strength fire before they too become "expended". At that time (or very shortly thereafter), Weed's Brigade will begin its counterattack. Clearly, if Law's Brigade had to fight Weed's fresh troops and the remnants of Vincent's Brigade by itself, it would be forced to retreat.

This explains the crucial importance of Benning's

Brigade. It does not become "expended" until Turn 18, leaving them with only three turns to hold the line. These are the fresh troops needed to finish the job started by Law, taking control of Little Round Top. It also explains why it is so important for Robertson's Brigade to clear the way for Benning to the slopes.

As the Georgians approach Little Round Top, where they are sent will be determined by two factors. First, the overall success of Law, and second by where Weed's Brigade is assembling for its counterattack. As stated earlier, the Confederate player cannot realistically expect Law's Brigade to take Little Round Top. A more reasonable projection is for the 15th and 47th Alabama to push Vincent's troops from Chamberlain's Spur and cause enough attrition to those regiments defending the crest to make them ripe so one more hearty push will force them to retreat. Benning's Brigade must be deployed to accomplish this, and at the same time block Weed's Brigade.

Since Weed arrives in column formation, the earliest that a Union counterattack could be mounted would be on Turn 13, and then only by one regiment (the 140th New York). In the face of the superior numbers of enemy in the area, prudence should dictate that the Union player wait until the rest of the brigade enters on Turn 14. So, with this, Weed's Brigade cannot effectively attack until Turn 15.

Where Weed enters deserves a look. The Union player has the option of bringing them on in area B or C, but in column formation. If the brigade enters in Area B, it is exposed to two fire phases in mostly open ground while still in column, and their flanks will be exposed. This realized, it is a reasonable assumption that Weed's Brigade will enter in Area C, so as to deploy protected by the woods.

There are two avenues of approach to Little Round Top from Area C. The first runs around the northwest corner of the hill. An approach in this manner will signal an attempt to flank the Confederates fighting on the west slope, attacking them from behind. The second path runs through the woods to the northeast behind Little Round Top. Deployment in this area indicates that a frontal assault on the crestline from the east is coming.

However Weed's Brigade is employed, Benning's Brigade will have to make the necessary adjustments. If a flanking movement is observed, two regiments (I suggest the 2nd and 20th Georgia) should be sent to the area around 0715 to block such an effort. If a regiment from Law's Brigade has built a line of breastworks here, they are occupied and the regiment from Law withdraws to be held in reserve. The 15th and 17th Georgia then storm the hill, with Law's Brigade guarding the right flank.

If a frontal assault by Weed from the east slope is apparent, three regiments—the 2nd, 15th and 17th—all race for the top. The 20th Georgia still moves to deploy around 0715 to prevent any subsequent flanking actions. Or, they could move into the rocks on the north end of Little Round Top to prevent Union infiltrations. In either case, any of Law's forces in Benning's path up the hill withdraw to make way for the Georgians.

The objective of Benning's attack is the woods on the east slope of Little Round Top. If he can attain these woods, then the victory point hexes will be behind him. The brigade should be able to defend against any counterattacks from the contour line in the woods. In the rear, breastworks should be built in hexes that guard access to the VP hexes. Remnants of Law's Brigade can do this if Benning's troops are out of the way.

Benning's fight with Weed and Vincent for control of Little Round Top won't be easy. If the Confederates do force the Union troops to retreat over the crest, the next Union defensive line is the woods on the east slope. This is also an excellent jump-

off point for a Federal counterattack to regain the top. To attack the Union forces in the woods, the Confederates must cross the open ground between the crestline and the woods, running the risk of heavy casualties.

Assuming that Benning's troops are still in good shape, an attempt should be made to control these woods. This, in addition to the above, is important since—at about this time—Benning's Brigade becomes "expended". A line of defense on a contour line and in the woods is much more tenable when ammunition is low. Even though they may be low on bullets, and "fatigued", Law's regiments can still help by continuously applying pressure on the Union left flank. This should force the Union player to send some precious manpower to guard that flank, leaving less for the inevitable counterattack on the main objective.

ANDERSON'S BRIGADE & ODD BITS

The 11th and 59th Georgia are two regiments of Anderson's Brigade that participated in the historical fight. Qualitatively, they have good durability, with elements that can take at least two hits before becoming ineffective. However, their morale is mediocre (C level for the 11th Georgia) or even abysmal (D level for most of the 59th). The late arrival of these two regiments, plus being required to maintain contact with the north edge, precludes any decisive impact of their entry into play.

The greatest contribution they can make is to blow out any remnants of the III Corps that may still be on the board. If Robertson has had problems, this may be all they will be able to do. If a clear path to Little Round Top exists, they can, with double-time movement, reach the base of the hill by Turn 17 or so. Here, they might be very useful. If Weed's Brigade attempts a flank attack (as described earlier), the 11th and 59th Georgia can deploy at the base of Little Round Top and provide enfilading fire (and even counterattack if the opportunity presents itself).

The Confederate artillery has even less to do. The greatest (and possibly only) contribution it will make will be in the first few turns of the game. The batteries will have at least one opportunity to fire at the Union guns on Houck's Ridge. The Confederate player can reasonably expect to destroy at least one enemy gun, possibly more. This, of course, will ease some of the pressure on the 4th Texas as they engage and later assault the 124th New York. As Vincent's Brigade digs in on Little Round Top, more opportunities for harassing fire will present themselves to the Rebel guns, hoping to disrupt the creation of breastworks. When Vincent enters the board, if he marches on the west slope of Little Round Top, the Confederate batteries may get the chance to "shoot the gap", firing at the Union forces through the low ground at the Slaughter Pen. Once these chances have passed, proximity of friendly infantry will preclude any chance of firing again.

The key to the Confederate attack lies in keeping the component regiments united in brigades. This "tactic" enables the brigade commander's benefits to be utilized effectively. By having specific areas for each brigade to attack, and by not mixing regiments from one attack with another, the Confederate player will achieve optimum utilization of his forces. For the gamer, while this is no means the "perfect" strategy, its use will give him a much better chance of achieving what the Confederates did not historically. For the historian, using this approach will graphically illustrate, on a tactical level, the shock effect of a well-executed *en echelon* attack—as General Lee had planned for that day.



THE SOLID SOUTH

Defending the Confederacy in CIVIL WAR

By Sam Mustafa

I'm a picky wargamer. Although I've been in the hobby for some 13 years, my game collection still numbers under 50 titles, and the few games I've purchased impulsively have usually found their way into the hands of friends. Within my somewhat exclusive collection are a half-dozen which never fail to entertain and challenge me, regardless of the circumstances and whichever side or situation I am playing. At the time of its publication, I was stunned by the originality and innovations of *CIVIL WAR*. Almost seven years later, it is still unrivalled in its field. I have long regarded its many unique features as game-design breakthroughs. For someone such as myself, who conscientiously studies and writes game rules, *CIVIL WAR* is a masterpiece.

The genesis of this article lies in a recent challenge I received to play a game. My opponent, who is an experienced and competent player, had lain before me the gauntlet by declaring that the Union, properly played, could consistently demolish the Confederacy and achieve a decisive victory in little time. His contention, in his own words, was that, "there is no way for the South to win against a good Northern player." Although I too prefer the Union side, I accepted his challenge, determined to preserve freedom in the Confederacy at all costs.

I'd like to share my thoughts on the strategies available for the Southern player in *CIVIL WAR*. The comments and outline presented here are meant to apply to the entire Campaign Game, or to any scenario that begins with the 1861 set-up—not including the Far West option.

PERSPECTIVE

An absolute pre-requisite for competent Confederate play. A Southern player must place his mission in proper perspective before formulating the details of his grand-strategy. His position is actually more complicated than that of his Northern enemy. The North has simply one clear-cut objective: to conquer the South in the shortest possible time. The Federals *must* come south. But the Confederacy is presented with various possibilities and options, and the nuances of these differing alternatives can often cloud the judgement of a Southern player.

But there should be no confusion as to the ultimate goal of your enemy. It is the annihilation of your forces. The Union player possesses the power to accomplish this. If you allow him to use it on his terms, the South will surely be defeated. There should likewise be no delusions about the limits of Confederate power. While the South possesses adequate means with which to defend its territory, it is highly questionable whether it has the resources to carry out an assault upon the North. The early portion of the game can deceive unwary Southern players; they see that they have available almost as many troops as the North, with better leaders, and the temptation to use them becomes overwhelming. But this strained parity evaporates altogether after 1862. While Lincoln can continue to call upon fresh manpower reserves, Davis finds his resources severely curtailed by turns 8 and 9—and virtually non-existent thereafter. Thus, every Southern body is precious and irreplaceable.

Prolonged survival must be the goal of the Confederate player. It is certainly not a glorious goal, and it demands patience that many players lack, but it is the best and most reliable way to defeat the North. Confederate grand strategy should be postulated with an eye towards keeping the Confederacy pro-

tected. While this may seem a superfluous statement to the casual player, it is actually a very serious admonishment. Failure to care enough about the trees often costs a fledgling Jeff Davis the forest.

With their many early-game advantages—better leaders, inability of the Northern forces to concentrate, no blockade or Union navy, etc.—too many Confederates are sorely tempted to go adventuring north of the Mason-Dixon line, hoping to steal "easy" VPs, or perhaps even land the knock-out punch itself (the capture of Washington). I have witnessed a Southern player who was so obsessed with this goal that he sacrificed the entire Western Theater simply to get a decent stab at Washington. He got lucky; while his out-of-supply army descended upon the White House, the Army of the Potomac missed a +2 Reaction attempt (rolled a "1") and thus could not block the Confederate occupation of the capital of the United States. The rest of the Confederacy was a wreck—Richmond had fallen, the West was gone, the Gulf Coast occupied. But he had finally managed to do it: he took Washington! I think the absurdity of this story speaks for itself. Against any Northern player who can avoid rolling ones, the capture of Washington is a pipe dream.

I have never liked the idea of allowing my enemy to retain the initiative throughout, but that is precisely the gamble the Confederates must take in *CIVIL WAR*. The game system rewards inertia; things remain motionless unless energy is applied to move them. And once the energy (in this analogy, Command Points) is expended, immobility quickly sets in again. The Northern forces must continuously remain in motion, for the South will not simply give up. But too many players are willing to play the Northern player's preferred game by coming out to meet him. A brief historical note, by way of justification: throughout the American Civil War, the South was defeated in every single major offensive they undertook against the North. Lee's two invasions of the Union, Bragg's invasion of Kentucky, Hood's invasion of Tennessee, Price's assault into Missouri—all ended in failure and retreat. The South expended irreplaceable manpower in these futile endeavors, leaving it weakened when attempting to defend itself against Yankee thrusts; even so, most of its defensive campaigns were victories.

I have already noted the dearth of precious manpower on the Confederate side, and the disparity of material strength between North and South. Command Points, however, are often distributed equally (with the exception, of course, that the North receives Naval Command Points as well). The Southern player thus has his only opportunity for strategic parity with the North, through the careful manipulation of his CP resources. If the Northern player is forced to come south and assault prepared positions, his casualties and his expenditures of CPs will be heavy. If the Southern player, however, is willing to oblige him by sending rebel armies northwards, then the federals are spared half of their effort.

There is, however, an interesting problem with CPs for the Southern player which the North does not suffer. Because the North *always* possesses more reinforcements, that player may choose to expend his Dice Difference by entering fresh troops, rather than expending his CPs. The Southerner rapidly runs out of reinforcements, and thus is forced to expend his CPs before he may wish to do so. In essence, the Northern player can stall, forcing his opponent to waste CPs. He can then strike, when

it is difficult or impossible for the South to rally its armies after pitched battles. Naturally, such stalling has its risks for the North. If he waits too long, he may find that "doubles" are rolled, and the turn ends, thus wasting all his precious hoarded CPs.

I roundly condemn southern invasions of the North on the grounds that they expend valuable Confederate manpower which cannot be replaced, as well as for making the opponent's task of pinning down rebel armies easier. I would not even condone an attempt to conquer the border states, although occupation of Springfield (Missouri) and Bowling Green (Kentucky) can be useful merely to frustrate the Northerner in his inability to double VPs by taking the entire state. Every little Confederate VP helps, but none of them are worth sacrificing an army for. And remember, time is on your side. You get VPs from the CP Total Table; so long as the South remains alive, the better.

The Northern player *must* be allowed to bear full responsibility for initiating action—all at his expense. While his CPs are spent to mobilize armies, yours should be spent to fortify cities. While his manpower is used to build mighty field armies (in the expectation of losing heavily in pitched battles), yours is measured out carefully, reacting to his every move, making sure that he does not achieve 2-1 odds or better over any local area.

This type of Southern strategy in *CIVIL WAR* requires an ocean of patience. It demands the constant reminder that you, as the South, need only to defend yourself in order to win, nothing more. You do not need to conquer Kentucky or Missouri at the risk of losing something else. The energy that could be expended on the usually futile attempt to conquer the Bluegrass State is much better spent on defending Tennessee, an infinitely more valuable piece of real estate, and far more vital to the Southern war effort. After all, if you lose Tennessee, then any gains in Kentucky count as naught, and will have to be abandoned in short order. The stress-inducing patience required of the Southern player is ultimately rewarded by witnessing the mounting frustration of his opponent, who becomes increasingly angered by his inability to penetrate the defenses, and soon begins to make rash mistake after rash mistake, desperate to achieve some kind of breakthrough.

FORTIFICATION

The cornerstones of Confederate survival, fortifications can be somewhat overrated in the game, giving as they do only the same benefit one would achieve from favorable terrain. But their inestimable advantage for the Confederate player lies in the *impression* of impregnability they often suggest. All wargamers (all knowledgeable ones, at any rate) are haunted by visions of futile frontal assaults, ala Verdun and Petersburg. They will usually commit a substantial amount of thought to how to *avoid* having to attack an entrenched enemy. When the forts become fortresses, the impression of invulnerability becomes far more real. Since a supplied fortress is immune to retreats, it truly does take on a formidable character.

Static fortifications, and the men which will occupy them, are the single most important element in Confederate strategy in *CIVIL WAR*. Despite all the historical derision leveled at the ostensible foolhardiness of hiding behind walls, the Confederate player needs to begin digging fast and furiously, and shouldn't stop until he's used up every fort and

fortress counter in the box.

I am generally uneasy about flaunting any “fool-proof” course of action, as there are an infinite range of variables that might render one man’s coup another’s fiasco. I think, however, I am safe in asserting that the West is the most vulnerable section of the Confederacy, and as such should be the Primary Theater for the first several turns. I shall also venture the opinion that the first few rebel fortifications should be placed in the Western Theater, as there are several navigable rivers and such a huge crop of valuable VP cities for the Northern player to cheaply assault.

Nashville and Memphis should be fortified almost immediately. New Orleans should follow, and factors should be placed in Forts Wagner and Pulaski. Pensacola should be fortified, and should receive one factor each turn until it has crept inconspicuously up to four factors. At that point, if the yankees still only have one factor in Fort Pickens, it is time to attempt to assault Pickens (an undertaking which will be described in greater detail later). Fort Gadsden is a useful place for a single factor, as it deters any annoying little incursions up the Chattahoochee River. In the Trans-Mississippi, Galveston, Madison, Little Rock and Fayetteville are all logical places for forts with one or two factors. In the East, Richmond should be fortified fairly soon—although it is not usually in immediate danger. Norfolk should eventually receive a fort, as should New Bern, Morehead City, Wilmington, and the city of Charleston. I’ve heard some players advocating a fort in Fredericksburg where the Army of Northern Virginia would bivouac; but with limited fort counters, I would prefer to use mine to cover VP cities. Also, Fredericksburg can be out-flanked; the Yankees can build a string of powerfully-garrisoned depots in the Shenandoah Valley and march on Richmond from the West.

So, while the Union player is having to expend CPs in both creating armies and then moving them, you have the advantage that you need merely to create them, and can divert most of your CPs to digging. There rapidly comes a point when certain of these forts will need to be upgraded to fortresses. Since the Confederates are severely constrained by having only five fortress counters available, these must be used judiciously, to cover absolutely vital crossing points where the yankees will be forced to assault them in order to press further into the Confederacy. I recommend placing the following four fortresses, in more or less this order: Memphis, Nashville, Richmond, New Orleans. The fifth is left to your discretion, to be used in the event of an unexpected threat. I have used it at Savannah, for example, when a Union amphibious invasion on the coast has threatened that city with landward attack.

Placing fortresses in Memphis and Nashville frustrates and limits the degree to which the Northern river-borne fleet (and its uninvited passengers) can penetrate your territory. Fortress Nashville serves as a superb base for the Army of Tennessee, while Fortress Memphis serves likewise for the Army of the Mississippi. It is absolutely essential to remember that each fortress should have its own depot. A favorite Yankee tactic (at least when I play the North) is to use small raiding forces to cut off supply from the fortresses; then, when the assault comes, an unsupplied fortress is no longer immune to retreat.

Fortresses, as we have observed, are exempted from retreats as long as they remain in supply. In most cases during the early game, however, supply should not be a problem, and the most strength any fortress should ever need would be four factors, enabling it to repel any single assault no matter how massive. But the Union rapidly increases its naval strength, and this makes supply a tenuous proposition for places like Nashville. “Front-line” fortresses, such as those at Memphis or Nashville, maybe should even have five or six factors (if they are avail-

able) enabling them to withstand two assaults before needing relief or reinforcement. It is generally not necessary to place leaders within fortress walls, since the fortress doesn’t really need them and their abilities (and risk of death) would be better used in a field army. Leaders in forts, however, are often justifiable.

At the beginning of the game, there are two Union-held fortresses which would be marvelous coups if they were to fall into Confederate hands. The first is Fort Pickens, outside Pensacola—usually ignored by the Union player, making its capture a real possibility. The second is Fortress Monroe, at the tip of the Virginia peninsula, a dagger poised at the throat of the Confederate capital. The Army of Northern Virginia should be rushed to this scene as soon as possible, preferably on Turn 1. It will take at least two impulses to get there, because of the swampy terrain and the distance from Northern Virginia. But the lack of Federal seapower on the first turn, and the weak, scattered and poorly-led Union forces around Washington should give you at least a gambler’s chance of taking it. In fact, if Ben Butler is not sacked immediately by the North, your chances are considerably improved.

If you can indeed seize it, garrison it with four factors and return to cover Richmond as soon as possible. Fortress Monroe in Confederate hands not only liberates the harbors of Petersburg and Norfolk, but forces the Union navy to re-deploy out of the Chesapeake Bay, running past your growling guns in the process. Finally, it makes a McClellan-esque attempt to take Richmond by amphibious assault up the James River sheer suicide, freeing you from worries about your right flank. The attempt to seize Fortress Monroe is well worth the risk involved.

Fort Pickens is not so much a calculated risk, and the gains, while nice, are not as decisive. When you have quietly massed four or more factors in Pensacola, wait for an impulse with a “Dice Difference” of at least “4”, then rail a leader there (a two-star Jackson is ideal for this mission) and assault the fortress. If it still contains only a single Union SP, it should readily fall into your hands—whereupon you leave behind as the garrison the forces that took it, and rail Jackson (or whoever) back to his army.

By way of summary, it is cogent to note that forts and fortresses, while serving as excellent insurance policies for your field armies, need not necessarily serve as their homes. It is often better to have an army posted one impulse’s march from a fort or fortress. This provides the army with a sanctuary, if need be, as well as providing the fort with available relief in time of threat. Furthermore, more ground is covered defensively by this arrangement, making an unopposed Northern penetration virtually impossible.

FIELD ARMIES

Fortifications alone, important as they are, are insufficient to halt the Union onslaught. To combat the massive Federal armies, Confederate armies must likewise take the field. To describe the role I intend for my Confederate armies, I have borrowed from the lexicon of NATO jargon: “flexible response”.

Rebel armies do not (or should not) exist to attempt conquest of the North. They exist to defend the South, and as we have so copiously noted above, far less action is required in defense than on offense. Confederate armies should indeed only be built as a response to the formation of a Union army in their area. (The one exception would be the Army of Northern Virginia which, if it wants to carry out the above-mentioned gambit against Fort Monroe, must be constituted as soon as possible.)

From their inception until the victorious conclusion of the war, Confederate armies should mirror the motions of their enemy counterparts. If a Northern army moves to threaten an area, seem-

ingly leaving his supply lines exposed, the Confederate player should resist the temptation and move to parry his thrust. A small detachment might be sent to parry the rear area, but the task of the Confederate field army is to prevent Northern armies from obtaining their goals. This is the lesson that John Bell Hood never quite learned. On the other hand, Robert E. Lee was the absolute master of this stratagem, and the two occasions when he lapsed from this policy were his only two failures from 1862-1864.

It is necessary for the Confederate player to accept the unpleasant task of handing the initiative completely to his opponent. This is a dire necessity if, for no other reason, than because of numbers. It is virtually impossible for a Confederate army to outnumber a Union army it is facing. It is likewise virtually impossible for an outnumbered army to score a clear victory in *CIVIL WAR* when on the attack—that is, without paying in blood more than it can afford. It is, however, easy for an outnumbered army to score a decisive victory on the defensive, particularly if terrain and leadership modifiers play a positive role. In both of these, the Confederates often have the advantage. Your armies need therefore be composed of only enough factors to prevent the opposing Union force from having 2-1 odds (after three factors have been lost). In that way, a Confederate army which suffers heavily and (due to poor luck in the Dice Difference) cannot rally in time before it is hit again, will still be able to survive and extract a heavy price from the enemy.

The Confederate armies should not hoard vital SPs that are needed to protect the ports and fortifications. An equilibrium must exist, for without one, the other is likewise lost. Again, the value of keeping to the strategic defensive is seen. While the North must pay to move an army into battle, rally it, and then move it in again (nine CPs spent if they have a leader with an initiative of “3”), the Southern player must expend only to rally the army in preparation for the next assault. With the inherently better leadership modifiers in Confederate armies, the North will be paying three times as much in men and CPs as will the South. This is an exchange rate which even the strained resources of the South can win.

Confederate leaders should, therefore, be distributed carefully. I generally recommend demanding the “Lyon-Jackson” optional rule. The Northern player is often overjoyed to hear this, thinking he’s getting the better bargain. In reality, Jackson is far more valuable to the South—which has only one other initiative “2” leader (Lee; van Dorn and Hood don’t count)—than Lyon is to the North. Poor leaders should be sacked immediately and sent somewhere where they can’t hurt anybody; I usually reserve Bonham (Texas) for this purpose and my “Bonham Army” ultimately will be commanded by Earl van Dorn, Leonidas Polk and Ben Huger—all in command of one depot.

By Turn 4, my Confederate armies have usually obtained the configuration they will keep until victory is won: Jackson in command of the Northern Virginia; Lee in command of the Tennessee; and Joe Johnston in command of the Mississippi. If the Army of the West is built, I place it under Albert Sydney Johnston. Braxton Bragg and ol’ Pierre Beauregarde are useful to have at large fortresses, where they can move more than two SPs in and out, if need be. The armies of Northern Virginia and Tennessee should each have the full six leadership factors to modify the die as much as possible in your favor. The Army of the Mississippi can usually scrape together about four, depending upon who has been promoted. The “Peter Principle” wreaks havoc with Confederate major generals.

Nathan Bedford Forrest should be placed in Joe Johnston’s army, while Wheeler and Stuart should go to Lee and Jackson. That way, all Confederate armies will be able to react on any roll other than

"1". The leadership of the Southern armies will be so vastly superior to that of the North, that without 2-1 odds, there is literally *no way* for a Federal army to win a victory over a Rebel army in the field.

Placement of these armies is the all-important question. Each should be placed astride the path of invasion of its Yankee counterpart, ready to be able to react (hopefully, into favorable terrain). Jackson's army could be based at Fredericksburg or in the wilderness (5007). Lee's should be based from Nashville (a depot at Nashville is a good idea, just in case of Federal riverborne raiders), but should ultimately be operating in southern Kentucky—preferably around Bowling Green. Johnston's army should cover the approaches from the Mississippi and eastern Tennessee. Being the smallest, it should take care to remain within the protective radius of Fortress Memphis.

Why Lee in Tennessee? Again, my predilection towards the Western Theater shows. The West is a huge area, with many possibilities for maneuver and many avenues for Union approach. Northern Virginia (particularly if you have taken Fort Monroe) is a restricted defile through which the Yankees will have to pass. The best leadership in the army should be placed in the hottest trouble-spot. If the Federals do not appear to be making any serious attempts towards Richmond, but rather seem to be directing all their energies to the West, then I might even suggest sending the Johnston-Forrest team to command Northern Virginia, while Jackson and Stuart move West to defend the Mississippi. However, this "switching of horses in mid-stream" has its risks, and burns up CPs for little real gain. Once the armies are in place, minimal adjustments should be made, other than to reinforce them and replace fallen leaders.

The Southern armies can actually carry out a subtle form of advance, particularly in the West, without even having to expend CPs. The Northern player will often make attacks he knows he will lose, simply to train his better potential officers and kill some Rebels. The Confederate army should try to position itself directly in the path of the Federal army, leaving a one-hex no-man's land between. When the Yankees advance, the Rebels react into that hex, win the combat, and then force the Northerners back out. In this manner, a Southern army can actually manage to gain ground on the defensive.

PINPRICKS

Any VP is a good VP. While it would be needlessly expensive and risky to send an entire army chasing after a single VP city, there are numerous instances where a small detachment might prove suitable for just this sort of task. The Confederate leader pool is blessed with a plethora of superb low-ranking commanders, many of whom have an initiative of "2". Unfortunately, cavalry is not as useful as infantry for this task, since it can't claim control of enemy territory and requires two MP to demolish a rail hex.

But plentiful opportunities for snatching quick (and painless) VP are provided on Turn 3, when the Union usually attempts to overrun Kentucky by rail. Bowling Green and Mill Springs are impossible to reach by rail, and are easy to occupy by foresightfully-placed Confederate raiders. Once there, these "flying columns" can play havoc with the Federal attempt to occupy the Bluegrass State, forcing the enemy to expend a number of CPs to control when he thought he already had.

The best thing about raiders is the fact that they are expendable. A single SP can be used to gain several VPs before it is caught and destroyed. The leader sent with it will return to fight again another day. The Federals will not only have to track down and eliminate the grey menace, but will then have

to repair all the damage he has done. The results are never spectacular, although they do cause delay and waste on the Union side—which is precisely what you want.

The sad fact of the matter is that it is virtually impossible for the Confederates to get any long-term advantage from occupying Northern real estate—no matter how valuable. A raider which manages to slip into southern Pennsylvania, Ohio or Illinois will grab a few quick VPs. But the Northerners can retake those VP with great ease, since they don't need a leader to move and attack in friendly territory. An intelligent Yankee will send a single VP to its death in a useless battle just to exhaust the supplies of the Rebel raiding force. Once unsupplied, the Rebels move only three hexes per turn, meaning they can be hunted down and destroyed by even the most incompetent of Lincoln's generals.

I would suggest that one avoid carrying the raider tactic too far. It is usually successful only because of its unexpectedness; if repeated time and again, it will soon be countered by Northern measures. And raiders are a Pandora's box; once you strike at the opposing player, the thought will occur to him as well. Union cavalry will soon begin to attempt raids into your territory. A favorite Yankee target is Madison (Arkansas), where a successful Northern raid can sever the supply line of depots to the Trans-Mississippi West. But, used judiciously, Confederate raiding forces can be another effective tool in your arsenal of replies to Northern pressure.

THE GOLDEN FLEECE

The penalties inflicted upon any Northern player who loses Washington inevitably costs him the game. For that reason, many Confederate players are fixated with the Federal capital, seeking a "quick kill". It seemingly gives meaning and definition to the Confederate forces in the East, who otherwise must be content with the rather unglorious job of just defending their country. By this point, all should be well aware of how I stand on this issue. The CPs and men which are expended in any attempt to take Washington are ultimately spent at the cost of ignoring your real mission: defending the South. By forcing Rebel armies over onto the attack, you condemn them to a vicious cycle of bloodbath, demoralization, rally, and bloodbath again. The "quick kill" of Washington evaporates, and the South is left with only several dozen lost SP and an undefended coast. Fort Monroe remains in Federal hands because your army has been blasting away at Washington. And as a result, Richmond is threatened and the supply line for the Army of Northern Virginia is in serious jeopardy.

Still, there are those inveterate players who would prefer to gamble everything on a single blow and so decide the game then and there. In that case, I can at least offer some time-tested advice.

The only chance the Confederates have of capturing Washington involves virtually ignoring the West and Trans-Mississippi theaters. Virginia must be the recipient of all possible Southern strength and CPs. If you are going to gamble, then at least do it right. Put everything possible into the Army of Northern Virginia, and attack as soon as possible.

Turn 1 is the best time. The army will go under Joe Johnston. You will have a rough time of it scrapping together the generals to give you a "+6", but it can be done. The Federals will likely have no positive leadership modifiers, and likely an army commander who will grant you a re-roll. The issue is Washington itself. A smart Union player will fortify it as soon as possible. That fort will then become a fortress at his first opportunity. He will initially place four SP in the city, then seven, and finally as many as 13 to make it a "large" force. Finally, he will probably build a depot (for the same reasons I advised building depots in your fortresses).

Your first mission must be to cut off Washing-

ton's supply, followed by an assault on the fortress. This is virtually impossible, since it means leaving Confederate detachments at various points around the city, as well as cutting all rail lines and ensuring that no sea supply is possible. Even more problematic is the fact that your own army must somehow remain in supply at the same time. If you can manage these mapboard gymnastics, however, then you must exhaust the fortress supplies by attacking him. Your second attack will then be able to force him to retreat out of the capital. Of course, if he is a reasonably intelligent player, he will simply rebuild a depot in Washington after he expends the first one.

This is the series of unlikely events which must occur in order for a Confederate army to seize the Union capital. A smart enemy player will never allow it to happen. The Army of the Potomac, although poorly led, is still able to thwart the attempt by simply fighting the Rebels, thus demoralizing them. Six CPs must be spent to rally the Southern army (assuming it is in supply) and getting it in motion again. As one can see, this sort of behaviour is simply playing into the North's hands. All this simply points to the soundness of the original thesis: the South must stay in the South!

IRONCLADS

There is a certain amount of irony in this concept of "flexible response" for the Southerner. As you enter the mid-game (late 1862 through late 1863), you will begin to find that you have run out of things to do with your CPs. All Rebel forts and fortresses are built. You have no great need to move armies, and no desire to do so since they cover the areas you wish to defend. In short, you are bored with your own success.

But, the small Confederate navy is an interesting addition to the strategic defensive strategy. It combines elements of the fortification mentality, as well as the flexible response doctrine. On one hand, the ironclads can be used as corks in a bottle, denying river crossings to enemy troops and defying Federal gunboats who want to risk slipping past your fortresses. On the other hand, they are mobile; any ironclad placed on the Mississippi will no doubt find gainful employment in a number of places.

The Confederate ironclads are the finishing touch on your "Fortress Dixie". They are somewhat overrated, but like fortresses they convey a certain aura of dread for the Union and thus serve as an effective deterrent by merely being present and looking mean. The Northern player will soon realize, of course, that he can mass mighty fleets under his naval leaders and blast your poor ironclads out of the water. This is inevitable, although it again expends Union CPs without concrete gain. Try to keep one ironclad unbuilt so that it can be deployed for any special need that might arise.

An excellent example of this principle came in the game which inspired this article. My opponent had landed a large amphibious force on the coast between Charleston and Savannah. He then built the Army of the James (rather poor nomenclature considering its current location) and stood ready at his next opportunity to march upon either city with six factors. To be completely safe, I would have to commit enough forces to protect both—an expense I couldn't afford. I thus fortified and reinforced Charleston . . . and built the *CSS Virginia* in hex 4223, blocking the Savannah River. Since he could no longer cross the river to attack Savannah, I had defended that VP without even having to send troops or build fortifications there.

CONCLUSIONS

Sin Tzu coined the perfect phrase to describe one of the hardest truths in defensive warfare: "To strengthen a point, another must be weakened."

Such is the perennial dilemma of the Confederacy, and the sad inevitability is that you won't be able to hold out everywhere forever. Something is going to snap under the continuous blows of a vastly superior enemy force. Actually, in a masochistic way, that is the real thrill of playing the Rebels in *CIVIL WAR*. You have to pride yourself on your defiance and tenacity, and the knowledge that you shouldn't be winning. It's against all the odds, but yet you are!

The time will come, usually in late 1863 when you've simply run out of new manpower, that you will have to begin to surrender some places. If the choice is afforded you, then I recommend trimming the sails first in the Trans-Mississippi West. The loss of it is tolerable. Even undefended, the miserable terrain will still require Herculean Federal efforts to conquer it in under a year. Losing the Trans-Mississippi, of course, now means that your left flank is wide open. Vigilance on the Mississippi River thus becomes all the more attractive. Memphis and New Orleans take on all new importance in keeping the Federals out of the South.

The Confederate endgame is usually very strange unfolding if the Rebels have adopted this strategy. The presence of the Union four-star generals means that there are two Yankee forces moving around in the Confederacy which cannot be opposed adequately by anything in the Southern inventory. With between 30 and 40 SPs blasting their way south, all the Confederate armies can do is get out of the way. As a result, the last six or seven turns of the game become very fluid as the armies of both sides finally cut losses from the fixed attack-defend patterns they had hitherto held and go off in search of VPs to win the war.

The Confederate armies, in fact, almost lose their reason to exist once they can no longer avoid 2-1 battles. The Union by this time can field at least one army with a "+6" tactical modifier. As a result, the Confederates simply can't win any major battles. I would recommend at this point draining off the strength of at least one of the armies to bolster important fortresses and cities, to prevent the Yankees from getting any VPs before they have earned them. The problem, of course, is that the Rebel rail network is by this time a shambles, so transferring SPs around is usually easier said than done.

In mid-1864, the situation becomes quite desperate—but the South is now in the home-stretch. On Turn 17, the crucial point is reached. The Federals must have a lead of 50 VPs, or Lincoln loses his reelection bid and the Confederacy wins. This was, in fact, the historical "victory condition" the Southern strategists were hoping for.

The mathematics look promising. I have calculated the CP Table Use Totals turn-by-turn for several games, and have found that each turn nets the Confederates an average of 2.3 VP from the CP Table. Thus, in 13 turns, this average should amount to 30 VP. Add to this the likely number of Confederate VP that will have been won during play—let us say, ten—as well as the calculated average VPs from Confederate Commerce Raiders (five). The result is 45 Confederate VPs, meaning that the Union will have to have scored at least 95 of his own to keep Lincoln in the White House.

The Federal player will amass 14 from Kentucky and 12 from Missouri. If we also concede the entire Trans-Mississippi West to him (and he manages to actually take it), he will have scored another 16. Thus far, the Union has only 52 of the 95 needed in this hypothetical calculation. That means he will have to take 43 VPs in addition to the border states and the entire Trans-Mississippi West. If your opponent can be prevented from amassing 43, which I believe is entirely feasible, then he can be decisively defeated on Turn 17. If not, his Turn 19 Victory Conditions are 25 VP more difficult to attain.

Virginia is worth 28 VP and Tennessee worth 27. These two states hold victory, or defeat, in their lands. A tenacious defense of Tennessee, in particular, is a tall order after 1863. Virginia, with the narrow approach to Richmond, is easier to hold. For that reason, I venture the sacrifice that more of your precious energy should be spent preserving Tennessee than Virginia. Neither can fall to the Union. You are not afforded the luxury of choosing one over the other; should either slip from your grasp, the war is lost. It is infinitely preferable to lose the extremities of the Confederacy rather than its heart.

The Confederate path to victory in *CIVIL WAR* is torturous but tenable. It requires patience, a conservative approach to forces and missions, and a certain amount of skill in being able to read your opponent's mind. I thought it might be appropriate, by way of closure, to point out that the game to which I was challenged and which inspired this piece ended somewhat prematurely on Turn 16. On that turn, with Lincoln facing imminent defeat and with no way to accumulate enough VP to stay in office, my opponent resigned. Southern independence was won.



Coming Attractions

BULGE and D-DAY '91

Once again I must enter into my annual verbal combat with the crafty editor. "I need a listing of your works in progress," says the evil Rex-thang, blowing smoke from one of those foul ropes that he smokes, and sounding much like a bad country-western song. "Oh, spare me this grueling ordeal," I beg. "Every year I type one of these up, and then my schedule gets revised before it sees print. Oh, woe! Oh, woe! Oh, #&%#@!!!"

So, with a gun aimed at my head, here goes my latest installment. As usual, I'm busier than a one-armed paper-hanger in a tornado. The new *BATTLE OF THE BULGE* is in the final stages of playtesting, and should be out by early summer. My rules for the new *D-DAY* are now being finalized and written, so this game could be in print by late summer (unless something else gets dumped on me in the meantime).

Both of these are my own designs that, like our latest version of *GETTYSBURG*, are aimed at introducing new players to the wargaming hobby. They will each have a two-page "Basic Game" rules, and a "Battle Manual" with additional optional rules and historical material. Novices can get into the play with a minimum of effort, while use of the numerous optional rules converts the design to a game of roughly moderate complexity, fit for play by more experienced wargamers. The combat units in *BATTLE OF THE BULGE* are divisions, while the units in *D-DAY* are corps.

Turning to *BULGE* as the closest to completion, the mapboard will be the same size as that of *GETTYSBURG* '88, but the panels will be hinged. Each hex represents an area somewhat under five miles across, and for simplicity's sake terrain is limited to "clear", "forest" and "rough" (along with various towns, roads and rivers). As usual, Charlie Kibler will work his magic in rendering the Ardennes map eye-appealing as well as functional. The counters, including the system markers and a few used for various options, number but 222 or so. Each game turn represents one day of action.

The Basic Rules cover movement, stacking (normally one ground unit per hex), supply and combat resolution (along with the marking of losses). Optional rules add such things as special German units, variable weather, air operations, supply depots, task force organization, and other odd bits meant to more fully simulate the campaign. As with other introductory designs, these can be incorporated by novices as they look to increase the challenges faced in planning strategy. For

experienced gamers, these options should not prove difficult to understand, and add flavor to the play. Three scenarios, along with some hints on and examples of play, round out the "Battle Manual". Of course, the full campaign can be played out, but playing time for that will generally be under four hours even with all optional rules in force.

The mechanics for *D-DAY* will be similar, and once a gamer is familiar with one he should have no trouble playing the other. Rounding out my dance-card are new designs for *MIDWAY*, *GUADALCANAL*, and a World War II air game (no title yet). These will all use the two-page "Basic Game" introductory wargame format. These three new titles, plus *BATTLE OF THE BULGE* and *D-DAY*, are all earmarked to form the initial releases in our new "American History" line, published in association with the Smithsonian Institute.

On another topic, just recently reaching me is Mo Morgan's *Jihad*. This effort uses his popular *TAC AIR* system, with battalion-sized combat units, but the game is structured to allow the organization of opposing forces to represent those of virtually any desired country. I'm just starting to review this one, and as usual Mo seems to have left all the serious playtesting to me (aaargh!); but it looks good, so I'm eager to give it a whirl. Since this is disturbing the dust on my desk in a whole new spot, I can't even hazard a guess as to when it will see publication.

S. Craig Taylor
January 1991



COPY SERVICE

If the reader should need a copy of an article from an out-of-stock back issue of *The GENERAL*, The Avalon Hill Game Company does provide a photocopying service (black/white only). The charge for this service is \$1.00 per page, with a minimum order of five pages required. Please specify the article title, volume and number of the issue it appeared in, and the pages on which it can be found; the new 25-year *GENERAL Index* is invaluable for this. Standard Avalon Hill postage rates must be included to cover the total of the order. Maryland residents please also add 5% state sales tax.

BACK ISSUES

Only the following back issues of *The GENERAL* remain in stock; price is \$4.00 per issue (plus the usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Opponent's Wanted" form on the insert of this issue). Type of article is indicated by the following abbreviations: H—Historical, DN—Designer's Notes, V—Variant, SR—Series Replay, S—Strategy, Q—Questions, P—PBM (postal), Sc—Scenarios, A—Analytical. The featured game for each issue is always the first one listed. Those printed in red indicate one-color reprints of previously out-of-stock issues.



- 14-5: SL—H, A, DN, Q; WS&IM—A; TRC—S; MD—S; SST—S; 3R—S
 17-4: FE—S, P, DN, V; MD—V, Q; COI—SR; VITP—S; 1776—Sc; WO—A; SST—V; NAP—S
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 26-4: SOJ—H, DN, S, Q; KM—V; TT—V; CIV—S; DIP—S; MR—A; ASL—A
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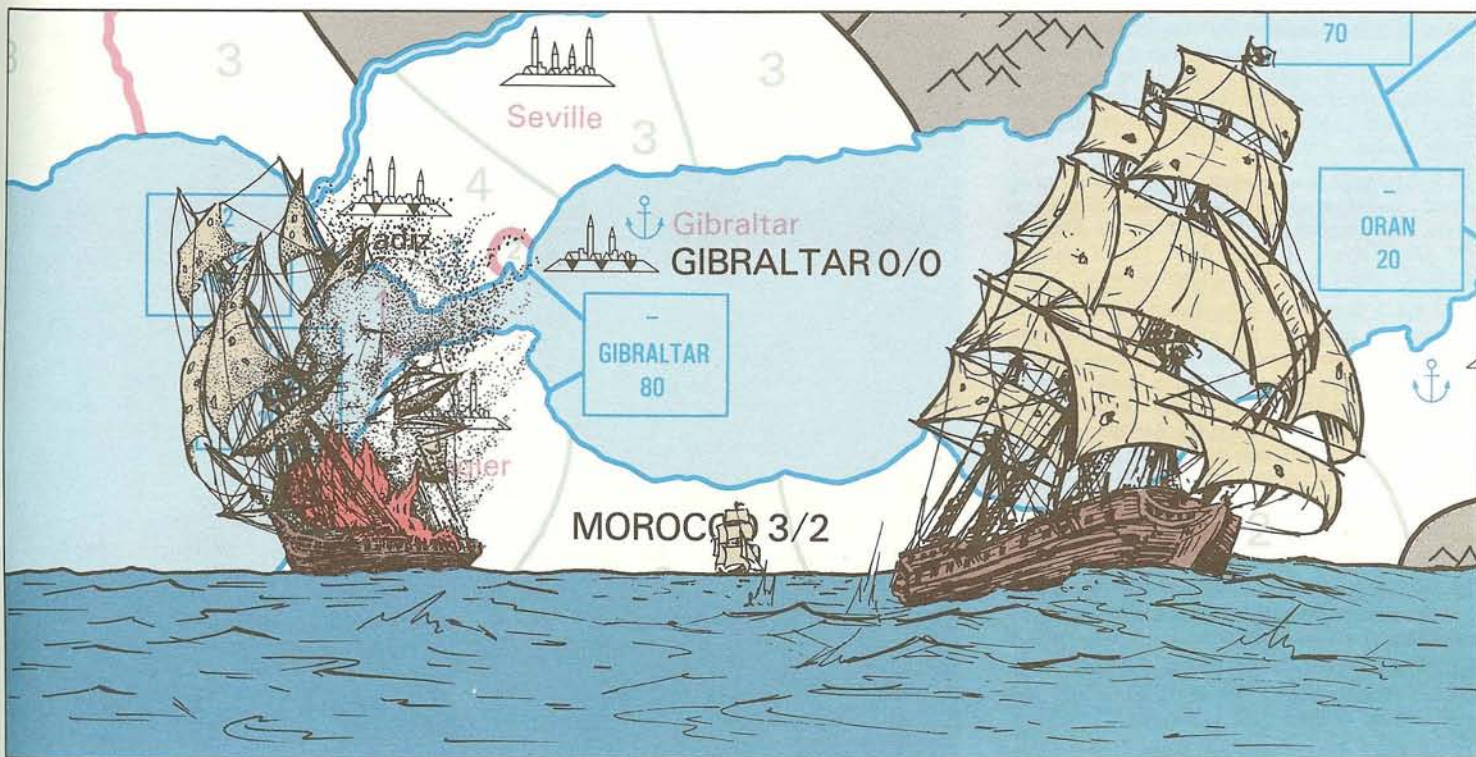
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4.	J. Beard	62	2120IIS	4
5.	J. Noel	26	2118EDJ	5
6.	P. Flory	49	2109EHL	7
7.	P. Siragusa	67	2079FIL	6
8.	P. Landry	47	2054IJO	8
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15.	D. Garbutt	71	2006HJQ	15
16.	B. Remsburg	56	2005HIR	16
17.	E. O'Connor	32	1993GIO	17
18.	R. Berger	13	1964DEF	19
19.	J. Spontak	17	1963DCE	20
20.	J. Eliason	21	1960GIO	21
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25.	J. Bjorum	7	1920DFJ	22
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MEET THE 50 . . .

Mr. James H. Bjorum is 42, married, father of two, holds a MA, and is a practicing attorney in Corpus Christi, Texas

Favorite Game: Civil War
 AREA Rated Games: TRC and VITP
 AREA W/L Record: 10-1-2
 Gaming Time/Week: 20-24 hours
 Hobbies: Bridge and fishing
 Pet Peeve: Slow play
 % Time PBM: 75%
 Play Preference: FTF

Mr. Bjorum writes:
 "I am blessed with a wife and two children who are not *too* jealous of my hobby. My favorite PBM game is *RUSSIAN CAMPAIGN*; my favorite "short" games are *VITP* and *SOA*. However, beyond a shadow of a doubt, the finest two-player game ever made is *CIVIL WAR* by Victory Games. I have played *CIVIL WAR* two hundred times, at a conservative guess! And every game was different. That is the mark of a truly fine game. And why I am blessed by an understanding spouse and offspring."



THE INFLUENCE OF SEA POWER

Advanced Naval Combat for EMPIRES IN ARMS

By Bob McDonald, Mike McGinnis & Ed Whittaker

EMPIRES IN ARMS is quite likely the most popular grand-strategic level Napoleonic wargame available today. However, since its original publication, one of the most often voiced criticisms of the game is its simplistic approach to naval combat. In comparison to the rules for resolving land combat, the naval system is too brief and superficial—inadequate for simulating the color and complexity of naval tactics of the period. The variant rules presented below were designed to add a touch of realism and excitement to the naval play—which can be a fascinating game within the overall framework now. In two years of playtesting, we have come to refine and streamline them, and would not now consider playing without them.

The general approach used in devising these rules was to mirror the land combat system. Fleets are rated now for morale, as well as for actual strength. Players choose tactical chits and inflict casualties upon their opponents through the same sort of Combat Resolution Chart as used in resolving land combat. Additional rules have also been added to simulate some of the aspects of naval strategy not covered in the original game. All rules for naval movement, interception and transport of land factors remain unchanged.

[12.2] NAVAL OPTIONS:

12.2.6 ALTERNATE NAVAL COMBAT PROCEDURE:

As in land combat, players involved in a naval battle will now choose tactical chits. There are three possible tactical chits representing the predominant tactical doctrines of the era: Linear Defense, Linear Attack, and Melee.

“Linear Defense” may be considered the primary naval tactic of the Age of Sail. Simply stated, it required that the captains of the fleet maintain scrupulous order, and rely upon superior gunnery

to defeat the opposing fleet. It was an exceptionally passive tactic. It was unlikely to inflict dramatic losses upon the enemy, unless they obligingly attacked and then broke off the action as their casualties mounted. It is epitomized by the “Sailing Instructions” of the British Navy during the American Revolution. During the Napoleonic Wars, it was the favored tactic of the French Navy—due not to any timidity on their part, but to their perceived heavier ships and superior weaponry.

Frustrated by the stagnant and indecisive battles characteristic of linear defensive fights, the “Linear Attack” was developed by British admirals prior to the period of the game. Basically, it reflects the tactic of a fleet maintaining its line and maneuvering so as to break through the line of the opposing fleet. In this manner, part of the enemy fleet could be defeated through superior firepower. It was more likely to bring about a decisive result, but by no means assured the practitioner of victory.

“Melee” was the third stage of development in naval tactics of the age, again in response to the French use of linear defense. Relying upon their superior seamanship, the British attempted to break apart both battle lines and reduce the fight to a series of individual ship-to-ship duels. This was an extremely risky tactic, more prone to disaster than success as the SOLs could not support each other, and first demanded that the attackers sail straight into the enemy guns while attempting to close. Only Nelson was able to reliably use this tactic, and that at extreme risk. Indeed, after Trafalgar, many admirals tried to emulate Nelson, only to suffer defeat.

In mirroring the land combat system, it is necessary to assign the various nationalities a Naval Morale grade. The British throughout (and the Dutch during the Revolutionary Wars Campaign variant—see Vol 25, No. 4) have superior naval

abilities and consequently are assigned a morale of 4.0. Those nations without a naval tradition—Austria and Prussia—are assigned a morale of 2.0. All other nations have a morale of 3.0.

Morale alone, however, does not adequately characterize naval actions. Certain admiralties favored and perfected preferred naval tactics. This advantage is simulated by granting each a +1 modifier in combat resolution. Thus, the French (and the Revolutionary-period Dutch) have such when using the Linear Defense tactic. The British, on the other hand, have a modifier applied to their roll when using Linear Attack or Melee.

A major factor in the battles of the period was the capture of prizes (disabled enemy vessels). Indeed, many vessels changed hands several times during the wars. The current rules have no provision for the taking of enemy ships in any manner. Now, however, our rules allow a victorious side to seize the opposing side’s disabled ships. And, of course, the introduction of disabled ships demanded a system allowing repair (or refit) of them. New rules allow a player to refit a disabled ship in a fashion similar to building one—the primary difference being that it is cheaper in terms of time and money.

In the current rules, there is no real reason to have naval bases. Ships can remain on station in foreign waters indefinitely with no ill effect! Yet, historically, Britain and Spain fought over insignificant rocks in the Mediterranean (such as Gibraltar and Minorca)—not because they were vital in terms of politics or economics, but because they were vital to British naval strategy. The British Empire held Malta for 150 years because it was essential for maintaining naval dominance in the middle Mediterranean. The primary reason for such bases far from home waters was to provide shelter and repair facilities for ships on distant station. With these new

rules, this is simulated by the "Disabled Ship Recovery" procedure; the further a naval battle occurs from a friendly port, the more likely disabled ships are to be lost. It is thus now in the interest of any naval power to have a secure base near any likely theater of conflict.

12.2.6.1 Open Sea Combat: These rules cover all naval combat except blockade battles and raids on ports. These replace 6.3.3 and 6.3.4 in the *EMPIRE IN ARMS* rules. If used, Rule 12.2.7 (Nelson Casualty Rule) must be enforced as well.

12.2.6.1.1 Step One—Selection of Naval Tactical Chits: Both players select a Naval Tactical Chit. Both the attacker and defender select from an identical set of chits. There are three Naval Tactical Chits: "Linear Defense", "Linear Attack", and "Melee". (Note, if playing the Revolution Campaign variant, ignore rule 14.8.7.F.3 therein, but remove the chits marked "Melee".)

12.2.6.1.2 Step Two—Reveal Chits: Both players now reveal their chosen chits, and cross-index them on the TACTICAL NAVAL CHART.

12.2.6.1.3 Step Three—Reveal Forces/Morale Levels: Both players reveal their forces and determine their final morale levels.

12.2.6.1.3.1 Declare Force Composition: Both players simultaneously reveal the exact size and composition of their Fleet counters.

12.2.6.1.3.2 Determine Final Morale Levels: Following the procedures detailed in 7.5.2.6.1, "Method One", both players determine their morale level. British ships (and Dutch in the Revolutionary Wars Campaign) have a morale value of 4.0; Austrian and Prussian, a morale value of 2.0; all others, a morale value of 3.0.

12.2.6.1.4 Step Four—Find Combat Table: The TACTICAL NAVAL CHART refers each player to a series of three sets of combat tables on the Combat Resolution Chart (on the Game Card). These tables are used in the same fashion as for land combat (see 7.5.2.7).

12.2.6.1.4.1 Melee Tables to Use: Until the Meleeing force "closes", the first set of (labelled "1st") combat resolution tables on the Tactical Naval Chart is used. Once it has "closed" with the enemy, the force uses the second set (labelled "2nd") of combat resolution tables. The Tactical Naval Chart indicates the die roll required to close after each tactical round.

12.2.6.1.4.2 A purely-British naval force commanded by Nelson may subtract "1" or "2" from the die roll for closing at the option of the controlling player. However, this number must then be applied as a positive modifier to Nelson's chances of becoming a casualty (see 12.2.7 below).

12.2.6.1.5 Step Five—Combat Resolution: Identical to that in 7.5.2.9 for land combat, with the exception that the only die roll modifiers are the nationality modifiers for certain chits (Note C and Note D) and that casualties inflicted represent ships *disabled*. Disabled ships may not participate in further rounds of combat.

12.2.6.1.6 Step Six—Victory and Defeat: A side in a naval combat is defeated when all of its ships are disabled, or when its cumulative morale loss reaches or exceeds its final morale level (the force is said to have "broken"). The battle immediately ends with the other side declared the victor. This may occur at the end of any round of combat.

12.2.6.1.6.1 Continuing Battles: If, at the end of a combat round, neither side has been defeated, the battle continues and both players repeat the sequence commencing with Step Five.

12.2.6.1.6.2 Inconclusive Battles: If, after three rounds of combat, neither side has been defeated, the battle ends inconclusively. Neither side is

THE STRAITS & ARROWS

Alternative Rules for Crossing Arrows

By Robert Cunningham

Does it seem reasonable to you that an army should be able to cross the Straits of Gibraltar as easily as it could the River Elbe? Do you think Napoleon (or anyone else of his era) could have organized and executed a multi-corps amphibious assault across the English Channel in less than a month? How tough is it to paddle cross the Bosphorus? Whether you have ever played *EMPIRES IN ARMS* or not, any reader should see the point I am trying to make. While these actions are all well within the current rules, history suggests that only the last would have been feasible. The reason (with apologies to Mr. Jefferson) is that "not all straits are created equal".

As an example, I think most will agree that a French or British force trying to cross the Straits of Dover (18 nautical miles) to an unfriendly shore faces a completely different and more daunting task than a Turkish force trying to cross the Bosphorus (one nautical mile) to a friendly Constantinople. The optional sea-crossing arrow rules (12.2.1) recognize this problem in the basic game, but fail to solve it satisfactorily. This short article proposes a simple solution, using concepts already in the rules, that should enhance *EIA*'s realism without reducing its playability.

Central to my proposal is the assumption that boats of some kind are available at sea-crossing arrows, and that such boats are much smaller than the transport ships (capable of extended voyages) that are organic to the fleet counters. Since sea-crossing arrows are only present on the game map at certain select narrow bodies of water (i.e., the straits) and since the arrow eliminates the need for fleet transport, it can be concluded that boats are inherently available. Though it may seem obvious to some, these boats lack the seaworthiness, navigational equipment, and capacity to have any realistic chance of completing any but the shortest voyages when full of passengers.

Given this assumption, four things must be considered when deciding how difficult it might be for troops in such boats to cross a strait: 1) the minimum width of the strait; 2) the quantity of available boats and/or the materials to construct them; 3) the presence and quality of harbors and/or beaches for the landing; 4) the degree to which the inhabitants on the opposite shore are likely to cooperate in such a crossing. Of all these, the easiest to quantify, and probably the most important, is width.

To justify a sea-crossing arrow, a strait must actually be narrow enough to have enabled a land force to view the opposite shore. A strait that is too wide to see across would require some degree of navigational capability on the vessels of the landing force, something few of them would be likely to have. More importantly, such a distance would result in a long, slow and hazardous voyage for boats laden with soldiers, horses, cannon and supplies. While the ability to actually see a strait's far shore depends upon a combination of factors (height, distance, visibility conditions, and more), I think it safe to say that an observer at sea level would not be able to view the far shore at more than 30 nautical miles. So this distance will represent the upper limit for straits in *EMPIRES IN ARMS* to qualify for sea-crossing arrows.

Moving down the spectrum, straits become easier to cross as their width decreases. This cannot be readily expressed with the game system's integer-based movement points (MP). In order for a corps (most of which have three MP) to use a crossing arrow, the MP cost must be either "0", "1" or "2". Discarding the first since it represents the MP cost for undefended rivers, there can be no more than two types of crossing arrows based on MP expenditure in the game. Near the bottom range of the width spectrum, however, are those straits that are sufficiently narrow that the artillery of that era, placed on one shore, could range across the entire strait. As the larger guns of the day (36- and 42-pounders) could not fire to a range of 3000 yards, any strait of three or more nautical miles (6000+ yards) in width could not be covered by the fire of shore batteries. On the other hand, any strait more narrow than this could be made untenable to opposing vessels, given a sufficient quantity of the proper guns. Therefore, three nautical miles makes a good point of separation between our proposed categories of straits.

The remaining considerations mentioned above for determining the "cross-ability" of straits are interrelated and must be dealt with as one. No matter what size force is attempting to cross a strait, if it is landing on a hostile shore, it must have sufficient boats to transport a substantial portion (if not the majority) of its strength in one "wave". Anything less could result in the piecemeal destruction of the invaders as they arrive. On the other hand, if the opposing shore is friendly, a smaller number of boats, shuttling back and forth, can be used for the task. Unlike during a hostile landing, the harbors of a friendly shore will be available for the safe and easy disembarkation of troops, horses and munitions, facilitating the continuation of their march and so tend to offset the increase in total time that results from the shuttling. For actual amphibious assaults, the greater the size of the invading force, the more difficult it will be to obtain enough boats and coordinate their operation. It may even be necessary to construct the needed boats, so sufficient material and craftsmen will have to be obtained. Adequate landing sites will have to be located, and a detailed plan of action drawn up in order to minimize chaos upon arrival. All of this activity will demand a considerable amount of time, slowing substantially the march of the force.

With these considerations in mind, I developed three categories of straits and placed each of the ones existing on the game map, as represented by sea-crossing arrows, into one. In addition, I have reviewed the mapboard and identified a number of other straits not currently marked as such. These have been added to the list as well. The accompanying table details which category each strait falls into, along with location. The three categories of straits are defined as follows:

Type 1: less than three nautical miles in width. These are sufficiently narrow, sheltered and populated to be similar to a river. Indicated by a single arrow, these crossings require one MP for corps, freikorps and/or cossacks to traverse. Enemy fleets in the surrounding sea area can prevent such crossings and interrupt supply chains traced across them, *unless* friendly corps and/or garrisons occupy the land area on each side of the arrow. Unless interdicted by an enemy fleet, these crossings have no other effect upon supply lines.

Type 2: between three and 30 nautical miles in width. These are narrow and populated enough that a boat crossing is feasible, but slow and requiring considerable advance planning. Indicated by two arrows on the map, these crossings demand two MP for corps, freikorps and/or cossacks to traverse them. Enemy fleets in the surrounding sea area may deny the use of the crossing and interrupt supply chains regardless of the presence of friendly troops in adjacent land areas. Supply may only be traced across this type of strait if a supply depot is located in both adjacent land areas.

Type 3: greater than 30 nautical miles. Boat crossings, even if unopposed, would be prohibitively difficult and hazardous. Alternatively, while width might be less than 30 nautical miles, the combination of lack of harbors/beaches and lack of building material/boats in the surrounding areas would prohibit a force from having the necessary transportation available.

(It should be noted at this point that new sea-crossing arrows were not placed between any two land areas that could be reached by overland movement at equal or less cost in MP than would be required by the prospective sea crossing. This is because it was simply too hazardous and impractical to undertake a boat crossing if an alternative route existed.)

In general, corps, freikorps and/or cossacks desiring to use either a Type 1 or Type 2 sea-crossing arrow to enter enemy territory—regardless of whether or not enemy corps occupy the land area at the other end—must begin their movement in the land area adjacent to the arrow. Such a move now simulates an invasion by amphibious assault, as opposed to an uncontested crossing. If any enemy corps are present on the opposite shore, the “River” line of the Combat Results Table would be used during the first day’s combat. If an invading force is defeated in battle during the phase in which it moved via a sea-crossing arrow to the opposite shore, it may not retreat and must surrender.

The rules laid out here would replace Optional Rule 12.2.1 in the original rulebook, and would modify 7.2.3.2.2 (second sentence), 7.3.1.3.3 and 7.5.2.10.3.4. Adding new, or upgrading the existing, sea-crossing arrows can be easily accomplished with a red felt-tip marker. While every effort was made to make a thorough survey of all potential straits on the *EIA* mapboard, it is not impossible that a reader might find one that appears overlooked. In this event, simply measure the strait on as large a scale map as you can find and, after consideration of all alternative overland routes, the degree of habitation on its shores and the availability of building material for boats, place it in the appropriate category.

I think players will find these rules simple to understand and implement, and an improvement to an inconsistent system in an otherwise great game. Since these rules were devised from concepts already found in the *EIA* rules, they should have a familiar feel and have no adverse effect upon playability or balance. *EMPIRES IN ARMS* is one of the finest games, and one of my favorites. I hope that this change will add to your enjoyment of it.

STRAITS & ARROWS:

TYPE 1:

Name	Miles	Location
Bosporus	<1	near Constantinople in Anatolian Turkey
Strait of Chalcis	<1	between Athens and the island of Euboea in Grecian Turkey
North Corfu Strait ¹	2	between Corfu and Macedonia in European Turkey
Dardanelles	1	southernmost in the Constantinople sea zone
Kerch Strait	<1	east of Sevastopol in Russian Crimea
Little Belt	<1	westernmost crossing in Denmark
Strait of Patrai	2	in the long, thin bay in Grecian Turkey
The Sound	2	between Copenhagen (Denmark) and Malmo (Sweden)
Trondheim Fjord ¹	<1	northernmost bay on Norway’s west coast

TYPE 2:

Name	Miles	Location
Strait of Bonifacio ²	7	between Corsica and Sardinia
Strait of Dover ¹	18	between Lille (France) and the area southeast of London
Strait of Gibraltar ²	9	between Spain and Morocco
Great Belt ²	10	centermost crossing in Denmark
Strait of Messina ²	4	between Sicily and Naples
North Channel ¹	21	between Glasgow and Belfast areas in Britain
Strait of Oreon ¹	6	between Macedonia and island of Euboea in Grecian Turkey
Rhodes Channel ¹	10	between Rhodes and nearest area in Anatolian Turkey

TYPE 3:³

Name	Miles	Location
Cypriot Channel	41	between Cyprus and Anatolian Turkey
Gulf of Finland	35	sea area adjacent to St. Petersburg
St. George’s Channel	45	between Ireland and Wales in Britain
The Kattegat	33	between mainland Denmark and Sweden
Strait of Otranto	40	between Corfu and Taranto in Naples
Strait of Sicily	70	between Sicily and Tunisia
The Skagerrak	62	between mainland Denmark and Norway
Gulf of Suez	10	adjacent to Cairo in Egypt

Notes:

All distances represent minimum width in nautical miles.

1—this crossing will have to be drawn on the map

2—this crossing will need a second arrow added on the map

3—A short, select list of crossings considered but which did not qualify.

The thin portion of the body of water west of Gothenburg and the small inlet due north of Stockholm (pointing at that city), both on the Swedish coast, should be treated as rivers. Likewise, the thin portion of the body of water in Palestine is a river between two lakes.

defeated, and neither is declared the victor. There is no “second day” of combat in a naval battle.

12.2.6.1.6.3 Political Points for Winning/Losing an Open Sea Combat: The victor now gains Political Points and the defeated loses them in accordance with 6.3.4.2, based on Fleet counters rather than corps. Post these adjustments on the Political Status Display. If there is no victor, no adjustments are made.

12.2.6.1.7 Step Seven—General Chase: The victor in any Open Sea Combat may declare a “General Chase”, akin to the Pursuit after a land battle. The effect of a General Chase is determined by the roll of a die as declared on the Naval General Chase Table. Find the victor’s total morale loss on the table and roll once on the Combat Resolution Table as indicated. Note that only un-disabled ships may engage in a General Chase; note also that forces using Linear Defense must subtract “1” from their Combat Resolution Table die roll. Inflict only the casualties indicated upon the defeated Fleet(s) and ignore any morale loss.

12.2.6.1.8 Step Eight—Naval Retreat and Pursuit: If there is a victor in the battle, this step is performed as described in 6.3.5. If neither side is declared the victor, both forces may retreat or remain in the sea zone (at their option) and no pursuit is allowed. An intercepted Fleet which has not lost a battle may continue to move with any remaining movement points.

12.2.6.1.9 Step Nine—Capturing Ships: After an Open Sea Combat, disabled ships are not automatically eliminated from play. The victor in a naval battle gains possession of all of the defeated’s disabled ships, as well as retaining possession of his own disabled ships. (In the case of no victor, each side retains all its disabled ships.)

12.2.6.1.9.1 A side possessing disabled ships must immediately choose a port (or ports) to which to return them. Any controlled home nation, conquered or free-state port owned by the player (or, with permission, any such port controlled by an active ally) may be selected. For each disabled ship, a die is rolled: if the distance to the port in *movement points* is greater than or equal to the die roll, the disabled ship has been lost en route (strike it from the game). Regardless of the distance to the port, a roll of “1” always sinks a disabled ship. A disabled ship which successfully reaches port is termed a “hulk” and must be refitted before it can be used at sea again (see 12.2.8.3 below). Disabled ships do not need an escort, and move immediately (without requiring a Fleet counter) to the chosen port.

12.2.6.2 Blockade Battles: When a naval combat occurs in a blockade box between the blockaded force and a blockading force, the combat is resolved exactly as in an Open Sea Combat—except that no Tactical Chits are chosen. Instead, the following indicates which combat tables are consulted on the Combat Resolution Chart:

Blockading Force:	5-2	5-2	5-2
Blockaded Force:	5-1	5-1	5-1

Additionally, if the blockading force is victorious, there is no General Chase allowed; all surviving blockaded ships are returned to the port.

12.2.6.3 Port Raids: When a Fleet attacks another located in a port, it is considered a Port Raid. Port Raids are resolved using a modified sequence of Open Sea Combat.

12.2.6.3.1 Harbor Defenses: If there is a garrison in the port that is at war with or has denied access to (see 6.3.1.3) the attacking naval force, the harbor defenses inflict casualties on the attacking Fleet(s) equal to a single die roll using the 5-2 table on the Combat Resolution Chart, with the harbor defense value taken as the strength.



12.2.6.3.2 Port Raid Resolution: The surviving attacking ships then engage all defending ships *and hulks* in battle. No Tactical Chits are chosen; instead, the following indicates which combat tables are consulted on the Combat Resolution Chart:

Attacking Force:	5-2	5-2	5-2
Defending Force:	1-1	2-1	3-1

The raid lasts for three combat rounds, or until the attacking force breaks (or is eliminated). If the defending force breaks, the attacker continues to attack for the duration of three rounds but the defending force can no longer reply.

12.2.6.3.3 Victory/Defeat in a Port Raid: To be considered the victor in a Port Raid, a force must have both broken (or totally eliminated) the opposing force *and* have inflicted more losses than received. If there is a victor, Political Points are adjusted as in 12.2.6.1.6.3. If neither side can claim victory, the battle is considered a draw and no adjustments are made.

12.2.6.3.4 Aftermath: Regardless of the outcome of the Port Raid, the attacking forces are moved to the blockade box or the nearest sea area (at the owning player's option). Both sides retain their own disabled ships, and must roll to return them to a friendly port as usual (even the defending player, who may elect to remain in the currently-occupied port); as usual, a roll of "1" sinks a disabled ship regardless of distance travelled. There is no General Chase after a Port Raid.

12.2.7 NELSON:

The basic rules for *EMPIRES IN ARMS* resolve Nelson's chances of becoming a battle casualty as though he were a land officer. In actual fact, Nelson was rather noted for risking his life to ensure that his command acted according to his sometimes daring plans. He typically led the attack in his flagship, having it attract and absorb the brunt of the initial enemy broadsides. He was, consequently, wounded several times and ultimately died leading the attack at Trafalgar. Much of this risk can also be traced to Nelson's advocacy of the Melee tactic. The following allows a Fleet commanded by Nelson to improve chances of closing with the enemy in a Melee, but with a corresponding increase in him becoming a casualty.

12.2.7.1 This rule modifies Optional Rule 12.7 to reflect the higher rate of naval officer casualties during this period. Instead of a casualty occurring only with a dice roll of "12", it now also occurs if an "11" is rolled.

12.2.7.2 If Optional Rule 12.2.6 above is used, and a stack of British Fleets (only) commanded by Nelson has Melee selected as its Tactical Chit by the controlling player, the number by which the player modifies the roll for closing is also used to modify the casualty dice roll. (The second roll to determine whether Nelson is wounded or killed is not modified.)

12.2.8 HULKS:

Unseaworthy, but often well-armed, many hulks spend the war years as an inherent part of port defensive schemes. And they were a matter of some concern to naval strategists, as Nelson's near-disasterous attack on Copenhagen indicates. Their great value lie, however, in the fact that they could, quickly and for low cost, be refitted and returned to duty.

12.2.8.1 Combat with Hulks: With the exception of defense during a Port Raid, hulks take no part in naval combat. During a Port Raid, hulks are considered part of the Fleet therein temporarily, and may take part in all three rounds of combat—unless again disabled. Hulks have no morale, and are not factored in when calculating the morale of the

defending force. Upon conclusion of the raid, disabled hulks must be rolled for normally.

12.2.8.2 Capture/Destruction of Hulks: If an enemy land force occupies a port with hulks in it, all such are destroyed. For hulks in a port that changes hands due to conquest or cession to a non-allied power, or are controlled by a power with whom an alliance is broken, immediately roll one die for each hulk: 1-3=hulk destroyed; 4-6=hulk transferred to port's new owner (unless friendly troops are garrisoning the port, in which case all hulks are sunk).

12.2.8.3 Refitting Hulks: During each Money & Manpower Expenditure Step (8.5), hulks can be refitted. This can be done in all friendly ports, in controlled minors both conquered and free, and in ports controlled by allied nations. The cost is \$5 and one manpower point for each hulk to be made seaworthy, and takes three months to complete. Refitted hulks immediately become ships, and can be assigned to a Fleet counter normally (as specified in 5.1.2).

12.2.9 BLOCKADE RUNNING:

Running a blockade was a much more common occurrence than is currently portrayed in *EMPIRES IN ARMS*. In the basic rules, it is impossible for a fleet to evade a blockading force and run for the open sea; instead they must fight through the blockading force. Historically, however, the blockaded French fleet at Toulon evaded none other than Nelson himself on their way to Egypt in 1798, and again in 1805 during Villeneuve's sortie to the Caribbean. The addendum to the Blockade rules below allow a fleet to risk a Blockade Battle (with its inferior odds) for the chance of slipping past the blockading force.

12.2.9.1 Running a Blockade: A blockaded force wishing to "run" a blockade rolls one die. On a roll of "1" or less, the force has successfully slipped past the blockade and may continue its move normally; on a roll of "2-6", it is intercepted, starting a normal Blockade Battle. (In the Revolutionary Wars Campaign variant, subtract "1" from the die roll in lieu of using 14.8.7.F.2.)

12.2.9.2 To increase the chances of a successful run, the blockaded Fleet may send out a "covering force" to distract the blockaders simply by starting a normal Blockade Battle. This covering force must be equal or larger in numbers to the force attempting to run the blockade. The presence of such a covering force allows the player to subtract "1" from the die roll for running the blockade. Should, however, the running force still fail the die roll, they will join the covering force in the Blockade Battle.



STATIS-PRO CARDS

Most fans of the *STATIS-PRO* line of sports simulations are already aware that Avalon Hill offers sets of player cards for recent seasons to keep their favorites ever fresh. However, for those new to the enjoyment of these games, a reminder that they can be obtained direct from Avalon Hill. Currently available for *STATIS-PRO BASEBALL* are the Player Cards for the seasons 1978 through 1990 (the last just recently completed). For *STATIS-PRO FOOTBALL*, sets covering the seasons from 1981 through 1990 allow you to relive past glories in the NFL. And the 1978-1989 seasons can be had for *STATIS-PRO BASKETBALL*. Each Player Card set gives the gamer all the key players for each team for a single season. However, it should be noted that supplies of some sets are limited (or exhausted already), and may not be available. For a complete listing, please refer to the 1991 February Parts List—or use our toll-free number (1-800-999-3222) to determine prices and availability.

Sports Special . . . Cont'd from Page 28

Defensive Formation: On 3rd down, with at least eight yards to go for a 1st down, the Defensive player can use six or seven defensive backs. At least one or two DBs, respectively, must be deployed in the first or second rows. Defensive backs and linebackers in boxes A-E can drop back into pass coverage, but lose their pass defense modifier (rounded down).

Blitz: Defensive backs can blitz the quarterback. When the Defensive player announces his intention to blitz, one or two safeties can be moved from the third row of boxes into one of the first two rows. If the Offensive player uses a shift or motion, the Defender can switch his strategy to blitz, or abort the blitz and shift formation as explained above. A defensive back who aborts a blitz but remains in the first two rows loses half his pass defense modifier (rounded down).

Special Teams: Designate 11 players to participate in each special teams situation. A kicking team must include either the punter or placekicker. Kick and Punt Return teams must include the player (or players) designated on the kick return cards as eligible returners. Quarterbacks can only be used as the holders for placekickers. No players with a "0" rating can be used, except as kick returners. A maximum of five starters can be on the field for a special teams activity at one time.

Total the absolute value of run blocking for Offensive players (excluding the kick returner) and of tackling for Defensive players (pass defense for defensive backs, excluding the kicker/punter). Add the total for the return team to the end of the run, and subtract the total of the kicking team. On placekicks, the Pass# used to resolve the kick is modified with the net difference between these absolute values, excluding the kicker and holder and any two non-linemen on the other side defending against the kick.

Injuries: The Injury Chart below replaces the one provided in the game. A wider variety of results are produced by using a two-tiered system. Most results will be relatively minor, removing a player for less than a quarter.

Run# 1-2:	Player out for one play
Run# 3-4:	Player out for two plays
Run# 5:	Player out for three plays
Run# 6:	Player out for four plays
Run# 7:	Player out for five plays
Run# 8:	Player out for six plays
Run# 9-12:	Draw again and use Pass# below
Pass# 1-7:	Player out for seven plays
Pass# 8-14:	Player out for eight plays
Pass# 15-21:	Player out for one possession
Pass# 22-27:	Player out for two possessions
Pass# 28-32:	Player out for three possessions
Pass# 33-36:	Player out for the current quarter
Pass# 37-39:	Player out for the current half
Pass# 40-41:	Player out for the current game
Pass# 42:	Player out for one extra game
Pass# 43:	Player out for two extra games
Pass# 44:	Player out for three extra games
Pass# 45:	Player out for four extra games
Pass# 46:	Player out for five extra games
Pass# 47:	Player out for half a season
Pass# 48:	Player out for season

Z Cards: Every 20th Z card that is drawn in an active stage (among the first three FACs drawn in a given turn) produces a different result. Another FAC is drawn to resolve the Z result. A Run# from 1-8 doubles the play result, whether a gain or a loss; a Run# from 9-12 triples the play result. Players who find an excessive number of Z card results dominating the game might consider reducing the number of such cards from 13 to nine. Alternatively, the system can be modified so that a Z card must be drawn as one of the first two FACs on a given play to take effect.



MARENGO— THE ITALIAN CAMPAIGN OF 1800

A Scenario for WAR & PEACE

By Chuck Steenburgh



A. INTRODUCTION

In late 1799, the new French Republic was in poor shape. At war with Great Britain and Austria, the French faced hostile armies in Italy, Holland and on the Rhine, as well as political upheaval inside France itself. In early November, Napoleon and a coalition of generals and ministers launched the Brumaire coup; through a series of blunders, confrontations and Machiavellian political ploys, Napoleon became First Consul. Determined to retrieve France's military situation, the general-turned-consul immediately began preparations for a two-pronged assault on Austria.

The ensuing campaign was a wild, back-and-forth struggle. Napoleon, betrayed by one of his own generals and caught off guard by a simultaneous Austrian offensive, rebounded brilliantly. Defeating the Austrians at Marengo on 14 June 1800, he followed up his success by advancing deep into Austrian Italy. By early 1801, Austria was willing to sign a separate peace, thus leaving British Prime Minister William Pitt's Second Coalition in a shambles.

B. GAME EQUIPMENT

1. The scenario is played on mapboards 2 and 3.
2. The scenario requires Austrian, French and some British units.

C. VICTORY CONDITIONS

1. The French player wins by fulfilling any one of the following victory conditions:
 - a. Occupy Mantua, Milan, Venice and any three cities in Austria or Bavaria, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory;
 - b. Force Austria to become neutral through the Allegiance Table die rolls (not possible before November 1800), in which case the game ends in an immediate French victory;
 - c. Occupy Vienna or Budapest, in supply, at the end of any French player-turn, in which case the game ends in an immediate French victory.
2. The Non-French player wins by preventing the French player from winning by the end of January

1801 game turn or by occupying any five French cities (or Paris), in supply, at the end of any non-French player-turn.

3. The scenario begins in April 1800 and ends in January 1801.

D. SPECIAL RULES

1. Alliance Phase

There is no Alliance Phase prior to the November 1800 game turn. During and after the November turn, the French player (only) may roll to make Austria neutral. Both players receive victory points toward that die roll for battles won by their forces; however, the defeat of an army led by Napoleon is only worth two victory points, not three as per the basic rules.

2. Supply Sources

- a. French forces are supplied from any city in France that is not occupied or besieged by anti-French forces.
- b. Austrian forces are supplied from any city in Bavaria, Austria or Italy that is not occupied or besieged by French forces.
- c. English forces may be supplied from coastal hexes or port cities occupied by English forces.

3. British Forces

- a. The British forces begin the game "at sea". They may use sea movement to land at any coastal hex or city that is currently occupied by a non-French unit. British units in port hexes may move from that port to any other port occupied by friendly forces instead of moving by land. British units on coastal hexes may move out to sea or to friendly port hexes.
- b. British units (only) may move by sea but may not combine land and sea movement in the same turn. They may fight adjacent French units.
- c. The British player receives special reinforcements dependent upon the status of Florence and Genoa. The British player receives one infantry strength point of reinforcements "at sea" on each turn that both Genoa and Florence are free of French units.

4. Reduced French Quality

All French forces that are stacked with Napoleon have their normal morale of "2". Any other French units have a morale of "1". French forces may still force-march and take attrition as normal French units.

5. Austrian Morale

All regular Austrian units are considered to possess a morale of "2".

6. Bavaria

Bavaria is considered to be part of Austria for movement and supply purposes.

E. INITIAL DEPLOYMENT

1. French Player (deploys first)

At Mainz: Moreau (use Ney), 8I, 2C * At Coblenz: Leader (0), 4I * At Strasbourg: Leader (0), 5I, 1C * At Geneva: Lannes, 4I * At Dijon (hex EE14): Kellerman (use Murat), Leader (0), 6I, 1C * At hex FF21: Soult, 3I * At Genoa: Messina, 6I, 1C * At Turin: Leader (0), 2I * At Paris: Napoleon * At Toulon, Marseille and Lyon: 1I each.

2. Non-French Player

- a. English Forces: "At Sea" in Mediterranean: Leader (0), 2I.
- b. Austrian Forces: At Milan: Melas (use Bellegarde), 8I, 1C * At Mantua: Leader (0), 5I, 1C * At Venice: Leader (0), 4I, 1C * At Baden: 3I * At Stuttgart: Kray (use John), 6I, 1C * At hex III4: Leader (0), 5I, 1C * At Ulm: 1C * At Wurzburg: 3I, 1C * At Frankfurt: 2I, 1C * At Innsbruck, Munich, Ratisbon and Leoben: 1I each * At Florence: 4L * At Frankfurt: 1L.

F. REINFORCEMENTS

1. French Reinforcements:

- a. May 1800—At Dijon (EE14): 2I
 - b. September 1800—At Paris: 1C
 - c. Each turn, beginning in May 1800—At Lyon, Strasbourg or Paris: 2I or 1C
2. Austrian Reinforcements: Each turn—At Vienna or Budapest: 2I or 1C
3. There are no replacements in this scenario.

G. OPTIONAL RULES

1. Charles In the latter stages of the campaign of 1796, Charles was given command of the Austrian forces facing Napoleon and performed quite credibly. In 1800, however, the Archduke did not possess separate command and, indeed, was not given one during the entire campaign. As a play-balance aid, allow the Austrian player the follow-

ing reinforcement, in addition to those regularly scheduled: **October 1800—At Vienna:** *Charles*, 4I, 1C. **2. Moreau** The French general Moreau was one of Napoleon's most bitter rivals in the early days of the Consulate. In the 1800 campaign, Moreau was in command of France's largest army, the Army of the Rhine. According to Napoleon's plan, Moreau was to advance against and pin the Austrian army in Bavaria and to detach General Lecourbe's corps of upwards of 25000 skilled veterans. However, Moreau defiantly ignored Napoleon's orders; although he did sluggishly advance against the Austrians under General Kray, he sent Napoleon only 14000 "scrappings" composed of odd and untried units to reinforce the Army of Italy. To reflect Moreau's attitude and his popularity among his troops, enact the following special rules:

- If *Moreau* is in a stack of French units within six hexes of Strasbourg, he is automatically the commander of all forces in that stack and his leadership value is utilized in combat.
- The French player must always stack at least five strength points with *Moreau*. On any turn in which *Moreau* has fewer than five strength points, no French units within six hexes of Strasbourg may move farther away from that city (in terms of movement points) until enough units have been moved into the hex with *Moreau* to bring his command up to five strength points.
- If Strasbourg is currently occupied by non-French forces or if *Moreau* is killed or temporarily removed from play by wounds, the restrictions are not applied.

A Short Note on Play

It is important for the French player to realize the strategic value of Switzerland. From this central position a French force can threaten the rear of Austrian armies in Bavaria and Italy. By using the three passes to best advantage and with average luck on forced-march die rolls, the French can launch a major attack against either front and gain a local advantage in numbers.

Genoa must be held at any cost, both to prevent English reinforcements and to keep the Austrians bottled up in northern Italy. *Massena* can usually hold the city long enough to allow the French to build a relief force nearby to recapture Genoa should the Austrians storm and capture it. Although English troops do not necessarily spell doom for Napoleon, they are extremely difficult to guard against because of their naval movement, ease of supply and constant reinforcement rate.

The French should attempt to hold the Austrians on the Rhine and concentrate on the Italian cities. France's main goal is to force Austria out of the war, preferably by use of the Alliance Phase method. To this end, the French should take Mantua as soon as possible, and run up a string of victory points.

Austrian strategy is rather straightforward: contain the French. One should try to utilize the rivers on the Franco-Bavarian border to force the French into an unwise attack situation, and thereafter try to block the Swiss mountain passes. No serious advance from the headwaters of the Danube should be contemplated unless the French have been badly defeated.

In Italy, the Austrian should quickly isolate *Massena*. If strong enough, assault Genoa, but usually the city must be taken by siege. Once Genoa has fallen, let the English strengthen its defenses while Austrian troops form as large a field army as practical. The primary factor is speed; if the Austrians do not move quickly in the early stages of the game, the French Reserve Army will issue from the Alps and fall upon the Austrian rear. And Northern Italy will fall.



The Future of Computer Games

By John Huff

This is probably the most over-blown of the questions pertaining to computer games: "Where are the computer game companies going, when will they get there, and at what price?"

Looking into the immediate future, I see a slow-down in the interest in hardware simulators and an upsurge of interest in problem-solving games. This is no surprise because, after you've flown 900 missions in your fighter-bomber, how many missions will you want to fly in your helicopter/tank/race car/what-have-you? Probably a lot fewer. That means you will be less inclined to buy the next simulator that comes along; and if you do, the chance of you playing it extensively gets more remote.

Multi-player games are becoming very popular on the online networks, but are still not practical for in-home games. Two-player modem games sound promising, but tying up the phone lines for hours (as well as the associated personal expense) has kept their approach from taking off the way one would expect it to have.

The industry as a whole is waiting for the next major breakthrough in computer gaming, for the current standards of control and interface have reached a uniform level for all systems. This means that theme and content are becoming more important, since fine graphics and ease of play are now taken for granted. Faster and more intricate adventure games are now possible, more information can be displayed graphically (particularly maps and charts), and a better environment for play is available.

So, what are the manufacturers doing with all the super power? Well, from our perspective it makes conversion of boardgames more attractive and the games themselves easier to play. Since we at Avalon Hill have the advantage of 35 years of game development, this gives us a rich field for new and better games. *Computer THIRD REICH* was not possible five years ago; it is now.

Many of our competitors are using the extra power of the new computers to mask the lack of content in the games. Fantastic stereo sound and 3-D playing fields can cover a multitude of sins. Unfortunately, they still consume enough space that they hamper the size and complexity of the game itself. It is apparent at the moment that the gaming public feels the same way by the quantity and type of entertainment software they are buying. All this indicates that for the near-future, computer game companies will be taking a quantitative increase, rather than exploring truly new avenues for play.

Taking the long view, I see a trend toward game networks, virtual-reality simulators, and some even more wild ideas. This will take the gamer out of his home and into a world of other games (neatly avoiding the problems of crafting a truly intelligent

computer opponent—see the installment of this column in Vol. 26, No. 3). Game networks (like GENIE) are already allowing people who never see each other to fight aerial duels, explore fantasy worlds, play *DIPLOMACY* together and in general to have fun in ways not previously imagined. As the graphics front-ends for computer games get more sophisticated, so will these games.

In the farther future, virtual-reality systems will let the player set into a fantasy world (something like Larry Niven's *DreamPark*) and be an active participant. VR is a system where the person sees via a 3D computer image projected in front of their eyes, hears via computer-generated sound, feels by computer-generated feedback and has their physical motions translated by sensors into the computer-generated world. This will be incredible once realized! It would allow the player to fight man-to-man in any period, or stand on a hilltop viewing the entire battle below. You won't see this tomorrow; but with the rapid advances in the field, it could be here sooner than you'd expect.

UNDER FIRE

As people upgrade their systems, they are finding that the IBM *UNDER FIRE* game will not run. This is because of a discrepancy between the protection scheme and many of the High Density floppy disc drives. For those who have the knowledge, here is a quick fix. Find the file DR39.EXE or DR39.COM on the Map Disk and the 3.5" disk. Replace it with one that does the following operation.

```
Load #76 into location 0000:01F2
Load #165 into location 0000:01F3
```

In Pascal, the following program will work:

```
Program DR39;
var
    num1, num2 : byte;
begin
    men [$0000:$01F2] := 76
    men [$0000:$01F3] := 165
End.
```

Or you can go into DEBUG and do it directly. Either way, you will no longer need the KEY disk and the game will run on any system.

LEGENDS OF THE LOST REALM

Where is the *WilderLands*?? OK, I'm sorry but we decided to add some more sub-adventures to the module and this will delay the release a little longer. Don't worry though, the wait will be well worth it.



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NEW! (for Commodore 64 Only—\$15.00) **SUPER SUNDAY TEAM MAKER** allows you to create files for any player of any team from any season for use with **Super Sunday**. You will have to provide the statistics yourself.

NBA BASKETBALL—Five-on-five Pro Basketball with an emphasis on statistical accuracy. Allows you to play head to head, solitaire or autoplay (for stat freaks). The game keeps and updates player performance stats throughout all games. For IBM PC—\$19.99

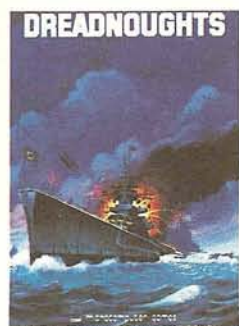
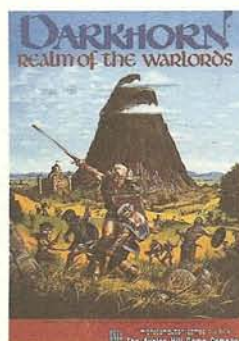
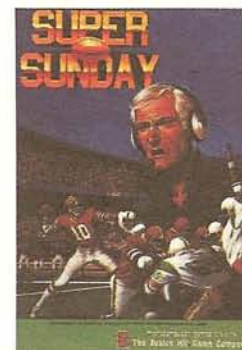
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Dr. Ruth's Computer Game of Good Sex—Dr. Ruth Westheimer's unique brand of frank, down to earth responses to questions on sexuality can be found in this fun and informative computer game. Adult players interested in learning more about human nature, AIDS prevention and their own sexual awareness should get this one. For Commodore 64 and Apple II—\$14.99

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For Apple II: 1984, '85, '86, Champions, General Manager

For Commodore 64: 1984, '85, or '87

For IBM PC: 1984, '85, '86, '87 or Champions

Seems we were off the mark with Vol. 26, No. 4 of *The GENERAL*, which featured *SIEGE OF JERUSALEM* and offered a broad mix of articles on a variety of titles. The 4.41 "Overall Rating", worst we've drawn in quite awhile, indicates to this editor a fair amount of collective displeasure; we will try to do better in the future. Too, only some 168 readers saw fit to make their views known in response to our usual request for a rating of issue and articles on the contest form (rather than the randomly selected 200 we normally rely upon). So, the ratings for the articles of Vol. 26-4 below— with the usual three points awarded for first choice, two for second and one for third—reflect only their collective opinion:

LAYING THE FOUNDATION	192
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COMING ATTRACTIONS	27
SO THAT'S WHAT	24
COMPUTER CORNER	19
AH PHILOSOPHY	12
AREA NEWS	0

Interest in *AvalonCon* is running so high in New England that Pat Flory is sponsoring a bus to our convention. This will be the first "wargamers' bus" that Mr. Flory has organized since ORIGINS IV. Roundtrip fare from New London (CT) will be non-refundable \$45 and will also cover free beer, soda and chips for the trip. For those out-of-towners who may desire connections, Pat can also arrange local transportation from/to the New London train station. The "Citadel" AvalonCon-bound bus will leave New London at 6PM Thursday, and make one pickup at the intersection of I-84 and I-66. Those readers interested should call Mr. Flory at (203) 444-7669.

Judging from the responses received, Contest #152 dealing with a contrived situation in *SIEGE OF JERUSALEM* was not only an unusual challenge but a difficult one as well. Many entrants fell prey to misinterpreting the game's rules; a single error sufficed to invalidate an entry. What follows is the contest author's solution. It is possible that another enterprising wargamer can arrive at a more elegant solution, for there's more than one way to approach this contest; but, at the time of this writing, none better have appeared. At the very least, Contest

Infiltrator's Report

#152 demonstrates the many nuances of *SOJ's* system at the most dramatic, as the Judeans sweep every Roman-occupied Temple edifice hex clear . . . and kill Titus in the process!

Offensive Fire:

- 1-2 (OO40) and 5-7 (NN40) vs. OO39 (wall): DR5; cauldron's "+1" DRM negated by heavy infantry "-1" DRM; result: "5"-D. 6-8 disrupted into 4-5.
two 5-7 (MM40) vs. MM39 (edifice): DR6; "-1" DRM for heavy infantry; result: "5"-D. 7-8 disrupted into 5-5.
5-7 (OO40) and 2-6 (QQ39) vs. PP39 (clear): DR1; no DRMs; result: "1"-D. 3-15 disrupted into 2-9.

Movement:

- 3-5 and 3-5 from KK41 to JJ44
3-5 from KK39 to LL42
5-7 from LL41 to LL39
1-4 and 1-4 from MM41 to KK43
5-7 from NN40 to LL38
1-4 from OO40 to KK41
7-7 from LL40 to LL38
7-7 from JJ43 to LL39
5-7 and 5-7 from NN41 to PP40
7-7 from NN42 to LL40
7-7 from JJ41 to LL40
6-10 and 7-7 from JJ43 to OO40
4-10 from LL40 to LL39

Melee Combat:

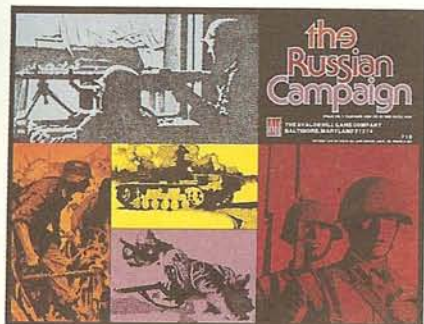
- 6-10, 7-7, 5-7 and 1-2 (OO40) vs. 4-5 (OO39): 2-1 odds, +3 DRM (+1 for Judean commander; +1 night; +1 Temple), DR2; result: "5"-E; 4-5 eliminated and 6-10, 7-7 and 1-2 advance into OO39 (with a Multiple Attacker marker placed).
6-10, 7-7 and 1-2 (OO39) vs. two 3-9 (OO38): 1:1 odds, +3 DRM (as above), DR3; result: "6"-E; one 3-9 eliminated and trigger Continuous Combat.
6-10, 7-7 and 1-2 (OO39) vs. 3-9 (OO38): 1:1 odds, +3 DRM (as above), DR4; result: "7"-DE; 3-9 eliminated and 6-10, 7-7 and 1-2 advance into OO38 (with a Multiple Attacker marker).
6-10, 7-7 and 1-2 (OO38) vs. 2-10 (OO37): 3-1 odds, +3 DRM (as above), DR5; result: "8"-BEE; 2-10 eliminated, and use extra "E" result to move 6-10 and 7-7 back into OO38 (with Multiple Attacker marker).
6-10 and 7-7 (OO38, via gate) and two 5-7 (MM40) vs. two 7-8 (NN39): 1:1 odds, +2 DRM (as above plus -1 for heavy infantry), DR4; result: "8"-DE; eliminate one 7-8 and disrupt and retreat other to NN38, one 5-7 with 6-10 and 7-7 advance into NN39 (with Multiple Attacker marker).
6-10, 7-7 and 5-7 (NN39) vs. 5-5 (NN38): 3:1 odds, +3 DRM (+1 for Judean commander; +1 night; +1 Temple), DR1; result: "4"-E; eliminate 5-5 and 6-10 and 7-7 advance into NN38 (with Multiple Attacker marker).
6-10 and 7-7 (NN38) with 5-7 (NN39), 5-7 (MM40), two 7-7 (LL40): 4-10 and 7-7 and 5-7 (LL39) vs. 7-8 and 5-5 (MM39): 4-1 odds, +2 DRM (as above plus -1 for heavy infantry), DR2; result: "4"-BE; eliminate 7-8 and "B" result converted to "D" (per contest) to eliminate 5-5, two 7-7 (LL40) advance into MM39 (Multiple Attacker marker).
6-10 and 7-7 (NN38) with 5-7 (LL38), two 7-7 (MM39), 4-10 and 7-7 and 5-7 (LL39) vs. 10-10, 7-8 and 6-8 (MM38) in flank attack: 4-1 odds, +1 DRM (as above plus -1 for Titus), DR3; result: "4"-E; 7-8 eliminated.
5-7 (LL37) and 7-7 (LL38) vs. 5-8 (MM37): 1:1 odds, +1 DRM (+1 night; +1 Temple; -1 heavy infantry), DR4; result: "5"-D; disrupt to 5-5 and retreats to NN35, 5-7 advances into MM37 (under Multiple Attacker marker).

- 5-7 (MM37) with 7-7 and 5-7 (LL38), 4-10 and 7-7 and 5-7 (LL39), two 7-7 (MM39), 6-10 and 7-7 (NN38) vs. 10-10 (MM38) in flank attack: 7-1 odds, +1 DRM (as above with offsetting +1 for commanders), DR5; result: "6"-EEE; Titus and 6-8 eliminated, 6-10 (NN38) and 7-7 (LL39) and 7-7 (MM39) advance into MM38, with extra "E" result used to move 6-10 and 7-7 into MM37 (under Multiple Attacker marker).
6-10, 7-7 and 5-7 (MM37) vs. three 1-9 (MM38): 3-1 odds, +3 DRM (+1 commander; +1 night; +1 Temple), DR6; result: "9"-BEE; two 1-9 eliminated and "B" result converted to "D" (as per contest) to disrupt 1-9 into 1-7 (retreat to NN35), all Judean units advance into MM36 (under Multiple Attacker marker).
6-10, 7-7 and 5-7 (MM36) vs. 1-7 and 3-5 (NN35): 4-1 odds, +3 DRM (as above), DR1; result: "4"-BE; eliminate 3-5, and "B" converted to "D" to eliminate 1-7.

Thus, the 15th resolution is completed for Contest #152. Fifteen Roman units, worth 263 points, have been eliminated and Roman control of the Temple Quarter is broken, for not a single edifice hex is under Roman control! Given that no error-free solutions were submitted, no winners are announced for Contest #152.

Contest #153 demanded only a bit of effort on the part of readers, and some attention to our offerings in Vol. 26, No. 5 of *The GENERAL*. The following are (more or less) the responses we were looking for in judging an entry correct for our little quiz:

- Courtney Alley*. An easy question, given the proximity of the "Coming Attractions" column on Page 30, with the game title an obvious clue if one but glanced at the table of contents.
- St. Nazaire*. Again, fairly easy once one tumbles to the fact that the YB-40 was a variant of the B-17; a glance at the mission chart on page 47 gives the answer to this question.
- Nowhere*. OK, so it was a trick question. The rhetorical reference is to the fictitious course mentioned in the "AH Philosophy" (second paragraph).
24. A simple count of those listed in the latest installment of the "Sports Special" (pages 37-38) is demanded.
- A sergeant in Carl Hoffman's AMBUSH squad*. This one required that readers had actually absorbed the article "The Moral Dimension"; "Bopper" is identified in the fourth paragraph of the first column on page 34. (Hopefully, the question encouraged a few who might have passed over it to read this entertaining account.) Entries without the rank were discarded, as it was certainly mentioned in the text.
- Amiga and ST*. Found in the "Computer Corner" on page 45.
- SHANGRI*. Again, the correct response demanded that one have read Don Burdick's "AREA News" (page 50) with some attention.
- Six. Tucked away in Mr. Hall's fine article (pages 18-19) can be found the *UP FRONT* campaign, "Torch to the Vichy".
- In the Bou Arada sector during early 1943*. The location is quite prominently presented (on page 52, fourth paragraph of third column), while the time frame is obviously early 1943 (at least, prior to May when the 1st Division was again withdrawn from combat).
- Turn #46*. The trickiest of all (or so I thought). Although never explicitly stated, to allow the fire attack while moving, the FT *must* have been utilized by the Italian Group B in Turn #46 to amass the requisite 18FP (as reported in the chart on page 24). Otherwise, the halving of the bolt-action rifles (as per 12.11) would have precluded play of this Fire card.



Next



Vol. 27, No. 2



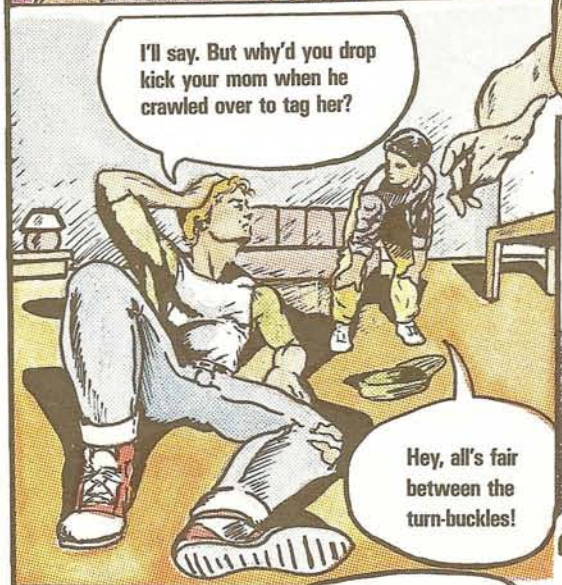
I beat the @!#! out of Dad last night!



First I bodyslammed him, then got him in the Boston Crab, and finished him with a Piledriver. I'm bad!



I'll say. But why'd you drop kick your mom when he crawled over to tag her?



Hey, all's fair between the turn-buckles!

Even choking, gouging, hair-pulling...?



The ref didn't say nothing' did he?

Then having your manager hold your mom so you could give her that flying head scissors...



Hey, man, get off my case. Double teams are part of the game. Besides they wanted to play.



How'd you do that? My parents hate games.



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- Fri 8 PM

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Thu 7 PM Demo

ASL

Fri 9 AM Swiss

VICTORY IN THE PACIFIC

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SIEGE OF JERUSALEM

Fri 9 AM Demo

SQUAD LEADER

Fri 9 AM SE

AFRIKA KORPS

Fri 9 AM SE

PANZERBLITZ

Fri 9 AM DE

D-DAY

Fri 9 AM Swiss

KINGMAKER

Fri 9 AM SE

THIRD REICH

Fri 9 AM SE

BATTLE OF THE BULGE '91

Fri 9 AM SE

WIZARD'S QUEST

Fri 10 AM SE Junior

UP FRONT

Fri 10 AM Swiss

MH BRITANNIA

- Fri 10 AM Swiss
- Fri 8 PM

MH WOODEN SHIPS & IRON MEN

- Fri 10 AM SE
- Sat 9 AM

WATERLOO

Fri 10 AM SE

RUSSIAN FRONT

Fri 11 AM SE

EMPIRES IN ARMS

Fri 12 PM Demo

GUNS OF AUGUST

Fri 12 PM Demo

MH NAPOLEON'S BATTLES

- Fri 1 PM Demo
- Sat 10 AM Demo
- Sun 10 AM Demo

TP: STALINGRAD

Fri 1 PM SE

THE RUSSIAN CAMPAIGN

Fri 2 PM SE

CIVIL WAR

Fri 2 PM SE

CIVILIZATION

Fri 3 PM SE

MH CIRCUS MAXIMUS

- Thu 7 PM
- Fri 4 PM Swiss
- Sat 11 AM
- Sat 6 PM

1830

Fri 5 PM SE

FOOTBALL STRATEGY

Fri 6 PM SE

PANZERGRUPPE GUDERIAN

Fri 7 PM SE

TITAN

Fri 7 PM Swiss

DIPLOMACY

Fri 7 PM SE

RAIL BARON

Sat 9 AM SE

BATTLE OF BULGE '81

Sat 9 AM SE

ADVANCED CIVILIZATION

Sat 10 AM SE

DINOSAURS OF LOST WORLD

Sat 10 AM SE Junior

ANZIO

Sat 10 AM SE

GETTYSBURG '88

Sat 10 AM SE Junior

MBT

Sat 10 AM Swiss

MERCHANT OF VENUS

Sat 10 AM Swiss

REPUBLIC OF ROME

Sat 10 AM SE

WAR AT SEA

Sat 11 AM Swiss

FLIGHT LEADER

Sat 1 PM Swiss

MH ENEMY IN SIGHT

- Fri 2 PM SE Junior
- Sat 1 PM SE

KREMLIN

Sat 1 PM SE

MH WRASSLIN'

- Fri 11 AM SE Junior
- Sat 2 PM SE
- Sun 10 AM Battle Royale

ACQUIRE

Sat 4 PM SE

IDF

Sat 5 PM Demo

SUPERSTAR BASEBALL

Sat 5 PM Swiss

ATTACK SUB

Sun 10 AM SE

PLATOON

Sun 10 AM SE Junior

MH: Multiple Heat—select one starting time

Demo: Demonstration with limited number of openings

SE: Single Elimination

DE: Double Elimination

Swiss: Round Robin competition, multiple games played

Junior: Limited to those 14 & Under

FILL OUT
OTHER SIDE



Ne
Ter

D-07

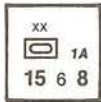
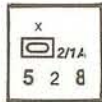
E-08

C-08

Saudi
Arabia

D-08

E-09



As this article is being written, the United States and its coalition allies have just initiated hostilities to enforce the UN resolution demanding the withdrawal of Iraqi forces from Kuwait. The purpose of this article is to allow owners of *GULF STRIKE*'s 3rd edition (Desert Shield) to set up the actual forces that are available for the liberation of Kuwait under the title of "Desert Storm". This information is not intended for competitive play but as a tool to enable *GULF STRIKE* owners to remain knowledgeable about the events that are unfolding in the Persian Gulf. As a wargame designer it is frightening to see a hypothetical military operation of the early '80s, when the original *GULF STRIKE* was published, to become a harsh Television reality. A wargame can never portray, at any level, the true horror of war. However, as a tool to inform the public about the sober reality of war I believe a wargame has no equal. As a professional it is gratifying to know that *GULF STRIKE*'s audience has had, since 1983, a reasonably accurate portrayal of modern combat with which a more informed judgement could have been made about the events in the Persian Gulf as they unfolded since August.

Modifications to Desert Shield Rules and Data: Based on the initial reports, all of the basic air campaign tactics and sequencing of weapon capabilities, that have actually been used, are already within the *GULF STRIKE* game system. For example a player could have used Tomahawk cruise missiles and stealth fighters to soften up the air defenses and eliminate critical targets, such as Iraq's nuclear facilities, as has already occurred. *GULF STRIKE* would also have allowed players to put together air to air, electronic warfare, and strike aircraft into mission packages that are current US doctrine. The big success story of the war, besides the outstanding success of the smart air to ground ordnance, has been the operational success of the Patriot air defense system in the anti-missile mode. This is the first system since the invention of the V2 during WWII that can oppose the ballistic missile technology of the late '40s. To accommodate the operational reality of the war to date the following modifications to the published data in the Desert Shield module are suggested.

- Patriot Hit Modifier is changed from +1 to +8 against missiles.
- Tomahawk Cruise Missile Hit Modifier is changed from -3 to -9.
- Hardened Airfields. All Iraqi Airbase units and airfields are considered hardened with extensive bunkers and shelters. It takes two hits to generate one actual hit on an Airbase unit, fractions are lost. It takes three hits to eliminate one aircraft step at the airfield.
- Increased Iraqi Airfield Capacity. All Iraqi Airbases can place 6 air units into a mission mode not 3 as per the rules.
- Mobile Missiles. The Iraqi Scud B and Al Hussein missile units, not Al Abbas, can take 12 hits instead of 3 before they are eliminated. Additionally, all Iraqi missile units, including the Al Abbas, cannot be attacked more than once per game turn. This simulates how difficult it has been to target these mobile missiles.
- Iraqi Bunker Emplacements. All Iraqi units that start the scenario in Deliberate Defense formation are considered to be in reinforced bunkers. All air to ground combat die rolls add one to their combat rolls.

• Iraqi AWAC. The Iraqi AWAC does not have to be placed on the map. If it is and a US aircraft successfully attacks it the capability is lost instead of only being removed for the game turn as would be the case with the US/ Saudi AWAC.

Desert Storm Set Up: Set up Scenario 7, Variant 3 without the automatic random event 9. Based on my current knowledge of the situation as it has unfolded since October 1990 the following order of battle is available to be set up by both sides. Players can for the most part create this set up with the current counter mix available in the 3rd edition of *GULF STRIKE*. For subscribers, the new counters are included. Owners of the 3rd edition *GULF STRIKE* who do not subscribe to *The GENERAL* may purchase the variant counters for \$3.00 US (\$6.00 for Canadian/Mexican orders; \$9.00 foreign orders).

Supply Points: It is almost impossible to say how many supplies each side has at this time in the war. Many Iraqi supplies will be destroyed by the air campaign and the US stockpiles are also an unknown. For purposes of this scenario give the US coalition 300 supply points at the beginning of the scenario and give them an additional 100 supply points per game turn. The Iraqi player starts with 100 supply points to simulate losses from the air campaign. The players should feel free to modify these numbers.

Force Set Up: Place all Ground Forces and helicopters in Saudia Arabia or on Amphibious ships anywhere on the Operational or Strategic Map. Place all US air units in either Saudia Arabia or Turkey, although no more than 6 airunits maybe placed in Turkey. All other Coalition air units are placed in Saudia Arabia. Place all naval units on either the Operational or Strategic Map.

US Air Units:

- 6×A-10 (Elements of the 10th, 23rd, 52nd, 354th, 926th TFW) Note: There may be more than 6 A-10 but probably not higher than 12 A-10. Additional A-10s are in the counters supplied within this issue.
- 1×AWAC
- 6×F111 (48th, 366th TFW)
- 1×EF111 (42nd Squadron)
- 2×F4G (Elements of the 35th, 52nd TFW)
- 9×F-15 (1st, 33rd, 36th TFW)
- 3×F-15E (4th TFW) Note: I do not believe that I have given enough credit to the Strike Eagles air to ground capability. I would either use the 3×F15E units supplied or give the US an additional 3 F15 but give them a 7 air to ground capability.
- 8×F16 (Elements of the 347th, 363rd, 388th, 401st TFW)
- 1×F117A (37th TFW) Note: It is possible that both available squadrons of F117As (415th and 416th squadrons) have been deployed, in this case use the additional F117A supplied with this issue.
- 1×B52 (Elements of 42nd, 93rd BW) Note: Use the B52 supplied in the Desert Shield module that has four steps.
- 6×C130 (Elements of 314th, 317th, 374th, 435th TAW) Note: Use the additional C130s although using 2 C130s as supplied are probably sufficient. Included is a C130 gunship squadron which has been removed to be in the theater.
- 9×AH64 (101st, 12th Combat Aviation Brigade)
- 2×UH60 (Elements of 101st, 12th Combat Aviation Brigade)

- 7×AH1 (Elements of 3rd MAW)
- 1×CH53 (Elements of 3rd MAW)
- 1×CH47 (Elements of 3rd MAW)
- 3×AV8B (Elements of 3rd MAW)
- 2×F18 (Elements of 3rd MAW)
- 1×A6 (Elements of 3rd MAW)
- 25×Airbase (Represents US ground based aircraft support units)

US Ground Forces:

- CentCom HQ
- 18th Airborne HQ
- 1st MEF HQ
- VII Corps HQ Note: Use III Corps HQ or the new VII Corps HQ supplied with this issue.
- 82nd Airborne Division
- 101st Air Assault Division
- 3×Artillery Brigade (Represents 18th, IIIrd, VIIIth Corps Artillery Brigades)
- 24th Mechanized Division
- 3×Patriot Battalion (Elements 7th, 11th Air Defense Brigades)
- 3×Hawk Battalions (Various US Army and Marine Corps units)
- 3rd Armor Cavalry Regiment
- 1 Cavalry Division (Armored)
- 2nd Armor Division Note: Use extra brigade of 2nd Armored and 2nd Armored Division unit supplied in this issue.
- 3rd Armored Division Note: Use new counters supplied in this issue or use 4 Mechanized Division (mistakenly shown as armor) units supplied with Desert Shield module.
- 5th Special Forces Group
- 1/75th Special Forces Battalion
- Seals Company
- 3×Engineer battalions (52nd plus various Marine Corp and US Army Corps elements)
- 1st Infantry Division Note: Use the two brigades of this division supplied plus the 197th Mechanized Brigade or use the new 1st Division and 1st Brigade of the 1st Division units supplied with this issue.
- 2nd Armor Cavalry Brigade Note: Use either any unused armored brigade with the identical ratings as the 3rd ACR or use the new 2nd ACR unit supplied with this issue.
- 1st Armored Division Note: Use new counters supplied with this issue or use 5 Mechanized Division (mistakenly shown as armor) units supplied with Desert Shield module.
- 1st MEF
- 7th MEF
- 4th MEF (on Amphibious shipping)
- 6th MEF (on Amphibious shipping) Note: Believe this unit is the 5th MEF but it would have the same ratings. The 5th MAB unit from the 1st edition could also be used.
- 2×Marine Battalion on Amphibious shipping (13th and 26th MEU) Note: Use the 5 MEU Battalion (mistakenly designated as a brigade) and 5th MAB Battalion from 1st edition or used units supplied with this issue.
- 7×Truck unit

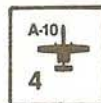
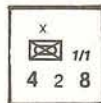
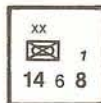
US Naval Forces:

- 1×DD
- 2×BB Note: Use additional BB unit supplied in this article or allow the BB supplied with *GULF STRIKE* to have double its Tomahawk capacity and it may be activated in two naval stages per Game Turn. This is an exception to the basic rules.
- 2×CG

STORM

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- 3×SSN
- 1×MCM
- 1×LHA (plus 1×LHA AV8B, 1×CH47 as shown on US Set Up in *GULF STRIKE* Rules of Play 44-R game Turn 15 reinforcement)
- 3×ARG
- 6×CV Note: The USN has sent the saratoga CV60, Midway CV41 which are located in the Persian Gulf plus the Ranger CV61, America CV66, Kennedy CV67, and the Roosevelt CVN71 in the Red Sea. Use CVN 68 to represent the Roosevelt and use CV63 and CV65 to represent the Saratoga and Midway in the Persian Gulf. CV63 uses A7 air units and not the F18 supplied with the Desert Shield module. Use the CV63 F18 air unit supplied with the Desert Shield module as a ground based F18 unit representing the Canadian squadron. To simulate the other three carriers allow each of the US carrier air units to fly 6 sorties per game turn with up to two sorties per game turn. This is an exception to the normal rules. This will simulate the number of sorties that this large carrier concentration can generate over a two day period.

Foreign Forces (Air, Ground, and Naval):

British, Commonwealth, and other non-French European Forces:

- BEF HQ Note: Actually the 1st Armor Division HQ
- 4th Armor Brigade
- 7th Armor Brigade
- 1×Air Defense Battalion (12th Air Defense Regiment)
- 1×Engineer battalion (32nd Armored Engineer Regiment)
- 1×Truck unit
- 2×Jaguar
- 4×Tornado (some of these Tornados represent Italian aircraft)
- 2×Airbase
- 1×F18 (CV63 designation to represent the Canadian Squadron)

French:

- FAR HQ Note: Actually the 6th Light Armor Division HQ
 - 1×Airborne Battalion (Elements of 1er Regiment d'Infanterie) Note: This counter is from the original *GULF STRIKE* with the designation RPIM.
 - 4th Mechanized Regiment (Elements of various units, 1er Regiment Etranger de Cavalerie, 1er Regiment de Spahis, 2eme Regiment Etranger d'Infanterie, 4eme Regiment de Dragons, 11eme Regiment D'Artilerie de Marine)
 - 1×SA 342
 - 1×SA 330
 - 1×Airbase
 - 1×Mirage (Represents combined Jaguar/Mirage 2000 air unit)
 - 1×Airbase
- Note: Use new units supplied in this issue.

European Naval Forces:

- 1×DD (France)
- 1×MCM (France)
- 1×DD/MCM (UK)
- 1×FF/MCM (Italy)

Note: These units represent a large number of UN naval units. These units adequately represent the offensive capability that the UN blockade represents to operation Desert Storm.

Arab Coalition Order of Battle: Use set up from page 11-L from Desert Shield Module.

Syria:

- 1×Mechanized Division
- 1×Special Forces Regiment

Egypt:

- 2×Mechanized Division
- 1×Special Forces Battalion
- 1×Airborne Brigade
- 1×HQ

Morocco:

- 1×Armor Car Regiment

Other Multi-National Forces:

1×URS Chemical Defense (This unit is to represent the large number of forces from all the nations which are supporting operation Desert Storm. The most notable capability represented by these units is the chemical defense unit supplied by Czechoslovakia with the units defense strength of 1 representing the sum of the other small contingents. If random event 4 occurs consider the URS chemical warfare brigade unit already deployed but implement all other aspects of the event).

Iraq:

Use the Desert Shield Set Up instructions but it is advised that the player add to this set up the following units from the *GULF STRIKE* Rules of Play page 57-R. Basically due to the continued Iraqi mobilization and a constantly changing order of battle it is reasonable to use all of the Iraqi ground units supplied with *GULF STRIKE* from all three editions.

- 4×4-2-4 Infantry Divisions
- 2×2-1-4 Infantry Brigades

New Map: Included in this issue is a small map section which links onto the *GULF STRIKE* maps and extends Operation Map D on its southern end.

Update:

This last minute update is being included just as *The GENERAL* goes to press. This update is for the placement of the frontline units only and does not supersede the full list of units shown in the body of the article and reflect newer information. Include these units in the initial set up. Even at this point there is some confusion as to exactly where each unit is located, but this is the best picture I have been able to piece together from the news reports and the Riyadh briefing of February 27th.

Additional Rule:

- Iraqi Engineers
- Iraqi HQ's have all of the capabilities of an Engineer unit.

All set ups are on the Operational Map including the new Map Extension. The set ups are only for the frontline units. Any support units or other combat units not explicitly mentioned in this set up are still used and set up to the above scenario.

Allied Set Up:

Hexes 8839, 8840, 9040—French Daguet Division (6th Light Armor Division), 1×French 4th Mechanized, 1×French 4 Airmobile Bde, 1/82 US

Airborne Brigade, 2×US Truck plus French Helos
 Hex 9343—US 24th Mechanized Division
 Hex 9544—US 2nd Armored Cavalry Regiment
 Hex 9745—US 3rd Armored Cavalry Regiment
 Hex 9844—US 1st Mechanized Division
 Hex 9446—US 1st Armored Division
 Hex 9846—US 3rd Armored Division
 Hex 10146—British 1st Armored Division
 Hex 9042—US 101st Air Assault Division plus Helos
 Hex 0445—US 1st Cavalry Division
 Hex 0545—Egyptian 3rd Mechanized Division (use 6th Mechanized Division)
 Hex 0645—Egyptian 3rd Armored Division (use 4th Armored Division)
 Hex 0746—Syrian 9th Armored Division (use Syrian 1st Armored Division)
 Hex 0846—Saudi Armored Brigade, Saudi Mechanized Brigade
 Hex 0946—US 7th MEB, US Marine 1st MEB, US 1/2A Armored Brigade (Tiger Bde)
 Hex 0947—5th MAB (this piece is from the 1st edition of GS and is used to simulate the remainder of the 2nd Marine Division), 7th MAB (this piece is from the 1st edition of GS and is used to simulate the remainder of the 1st Marine Division)
 Hex 1047—UAE Mechanized Brigade
 Hex 1148—Saudi Mechanized Brigade, Qatar Mechanized Brigade
 Hex 1248—Saudi Mechanized Brigade
 Hex 1348—Saudi Armored Brigade, Kuwaiti Mechanized Brigade, Saudi Mechanized Brigade

Note on US Marine Forces: There should be in the set up 1st MEB and 7th MAB to simulate the 1st Marine Division. 7th MEB and 5th MAB to simulate the 2nd Marine Division. Afloat should be the 4th MEB, 6th MEB (actually the 5th MEB), 13th and 26th MEU. The 1st MEF HQ usually only has one Marine Division and one Marine air wing but in Operation Desert Storm both the 1st and 2nd Marine Divisions plus the 2nd and 3rd MAW are under the 1st MEF control. Due to the presence of the 2nd Marine Air Wing allow Marine fixed wing, not helicopter units, to fly double sorties per game turn, like the carrier aircraft, to simulate the presence of these additional aircraft.

Iraqi Set Up:

There is no Iraqi Airforce or Naval forces to be set up as they have been neutralized. All Iraqi units have 5 hits on them. All Iraqi units should be placed in Deliberate Defense. Along Saudi-Kuwaiti Border through Neutral Zone—12×Militia Infantry Divisions
 In Southern Iraq West of Kuwait—1×Armor Division, 1×Mechanized Division
 Central Kuwait—4×Armor Division, 1×Mechanized Division
 Along Kuwait Coast—4×Infantry Division (5-1-4)
 Along Northern Kuwaiti-Iraqi Border—2×Rep Gd Armor Division, 1×Rep Gd Mech Division, 4×Infantry Division (5-1-4), 1×SF Division
 Near Basra—4×Infantry Division (4-2-4)
 An Ras Ryan—1×Infantry Division (5-1-4)

From descriptions of Saddam Hussein we've heard, his parents never married and he is the offspring of a female canine. His praying to Allah for victory is like a shark praying the ferry will turn over.

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television, shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending their leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is The GENERAL's version of the gamer's top ten. From the responses to this form the editors produce the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or fewer) games which you've spent the most time playing since you received your last issue of The GENERAL. With the collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers Lists, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own evaluation.

1. _____
2. _____
3. _____

\$1.00

\$1.00

Good for Postage Charges Only on Complete Game Purchases

This coupon is valid only for mail order purchases of complete games direct from The Avalon Hill Game Company. Each postage coupon entitles the purchaser to deduct up to \$1.00 from the postage charges of any order for a complete game, provided the amount deducted does not exceed the total postage charge for that order. Coupons are not valid for parts, magazines, or PBW kit orders. Shipping charges are computed according to instructions found on the correct Parts List and pre-paid order forms. Any past GENERAL postage coupons previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$4, which he may pay by sending in four postage coupons and \$15, or two postage coupons and \$17. Customer B lives in Canada and orders the same game. He must pay \$20 in US funds plus three postage coupons, or \$23 if no postage coupons are enclosed with his order.

NAPOLEON'S BATTLES \$35.00
Grand Tactical Miniature Wargaming Rules for 1792-1815

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to excellent; "5", average; "9", terrible). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *HITLER'S WAR*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solitaire) have been provided for your information.

- | | |
|----------------------------|-------------------|
| 1. Overall Value | _____ |
| 2. Components | _____ |
| 2a. Mapboard | _____ |
| 2b. Counters | _____ |
| 2c. Rulebook | _____ |
| 3. Complexity | _____ |
| 3a. Avalon Hill Complexity | _____ 5 |
| 4. Completeness | _____ |
| 5. Playability | _____ |
| 5a. Excitement Level | _____ |
| 5b. Play Balance | _____ |
| 6. Authenticity | _____ |
| 7. Game Length | _____ |
| 7a. Shortest | _____ |
| 7b. Longest | _____ |
| 8. Year of Publication | _____ 1989 |
| 9. Type | _____ 2P |

Opponent Wanted

50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will not be accepted. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Advanced Squad Leader—ASL, Afrika Korps—AK, Air Force—AF, Anzio—AZ, Blitzkrieg—BL, Britannia—BRIT, Battle Of The Bulge—BB, Bull Run—BR, Circus Maximus—CM, Civilization—CIV, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires in Arms—EIA, Enemy in Sight—EIS, Firepower—FP, Flat Top—FT, Flight Leader—FL, Gettysburg—GE, Gladiator—GL, Hitler's War—HW, Kremlin—KR, Kingmaker—KM, Knights of the Air—KOTA, The Longest Day—TLD, Luftwaffe—LW, Magic Realm—MR, Merchant of Venus—MOV, Midway—MD, Napoleon's Battles—NB, Naval War—NAV, New World—NW, Panzerarmee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Rail Baron—RB, Republic of Rome—ROR, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Siege of Jerusalem—SOJ, Stellar Conquest—SC, Squad Leader—SL, Storm Over Arnhem—SOA, Tac Air—TA, Third Reich—3R, Thunder at Cassino—CASS, Titan—TT, Turning Point: Stalingrad—TPS, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

READER SURVEY

In lieu of a contest this issue, I've been asked to conduct an informal survey of the readership, asking them to indicate whether they regularly read other specific periodicals. Please check if you read any of the following; and, in the blank spaces provided, please indicate any other history-oriented periodicals you may subscribe to that are not included hereon. Thank you.

- | | |
|---|--|
| <input type="checkbox"/> AMERICAN HISTORY ILLUSTRATED | <input type="checkbox"/> OMNI |
| <input type="checkbox"/> AMERICA'S CIVIL WAR | <input type="checkbox"/> ROLLING STONE |
| <input type="checkbox"/> AIR COMBAT | <input type="checkbox"/> SCIENTIFIC AMERICAN |
| <input type="checkbox"/> AIRPOWER | <input type="checkbox"/> THE NATION |
| <input type="checkbox"/> AIR PROGRESS | <input type="checkbox"/> TIME |
| <input type="checkbox"/> AVIATION HERITAGE | <input type="checkbox"/> VIETNAM |
| <input type="checkbox"/> CIVIL WAR TIMES ILLUSTRATED | <input type="checkbox"/> WORLD WAR II |
| <input type="checkbox"/> GREAT BATTLES | <input type="checkbox"/> Any Scholastic Magazine |
| <input type="checkbox"/> MILITARY HISTORY | <input type="checkbox"/> Other: _____ |
| <input type="checkbox"/> MILITARY REVIEW | <input type="checkbox"/> Other: _____ |
| <input type="checkbox"/> MODEL RAILROADER | <input type="checkbox"/> Other: _____ |
| <input type="checkbox"/> NATIONAL REVIEW | <input type="checkbox"/> Other: _____ |

Issue as a whole _____ (Rate from 1 to 10, with "1" equating excellent and "10" terrible). To be valid for consideration, your contest entry must also include the three best articles, in your view:

1. _____
 2. _____
 3. _____
- NAME _____
- ADDRESS _____
- CITY _____ STATE _____ ZIP _____



I also wish to be registered for the Team Tournament and the game I've selected above is the one I will be playing for my team. My three team members are: 1. _____ 2. _____ 3. _____

I am already an AREA member (# _____). Please enter my free Specific Game AREA membership for the _____ game.

Membership # _____; RATING _____ Official AH use only

I've lost my AREA Number. My zip code at the time I entered the system was _____.

I am already an AREA member and already have a Specific Game Area membership (# _____) which I wish printed on my badge for use in that tournament.

Rating: _____ Official AH use only

I am not yet an AREA member. Please send my free Generic Area membership.

Membership # _____ Official AH use only

Reserve my free t-shirt in the following size: XL, L, M, S

Please reserve _____ additional t-shirts for which I enclose \$8.00 each.

Name _____

Address _____

City _____ State _____ Zip _____

HURRY! Return to TAHGC, 4517 Harford Rd., Baltimore, MD 21214. Entries postmarked after August 15th, 1991 will not be guaranteed pre-registrant status.

AVALONCON BULLETIN BOARD

MORE LATE BREAKING VIEWS OF THE UPCOMING EVENTS IN CAMP HILL, PA

Please note that AVALONCON officially starts on Friday, August 23rd—not August 22nd as listed on the hotel reservation form. Although there will be registration and open gaming on the 22nd, and the hotel convention rates will apply then, events will not officially commence until Friday morning. However, a number of unofficial “warmup” events will be held Thursday night to accommodate early arrivals. No plaques at stake, but some merchandise credits can be won by the early arrivals. See your convention program (which will be mailed to all pre-registrants in July) for details. Table setup should be finished by mid-day—allowing registration and Open Gaming to proceed all evening.

The CITADEL gameshop in New London, CT will host a bus to AVALONCON. Roundtrip fare will be a non-refundable \$45 and includes free beer, soda and chips for the trip. Local transportation from the New London train station can be arranged. The bus will leave New London at 6 PM Thursday and make one pickup at the intersection of I-84 and I-66. If interested, call Pat Flory at 203-444-7669.



A number of “Juniors-only” events have been added to accommodate those 14 and under. Junior events will not be eligible for the Team Championships. Paid admission is not required to play in these events. However, youngsters wishing the free t-shirt, AREA membership, and admission to regular events will require a convention badge. Ray Stakenas will host the **DINOSAURS OF THE LOST WORLD** event for juniors in Single Elimination format at 10 AM on Saturday. The **PLATOON** and **GETTYSBURG** events will also be Juniors-only events and hosted by our cuddly editor Rex Martin beneath a haze of cigar-generated “fog of war” in Single Elimination formats. Juniors-only versions of the **WRASSLIN’** and **ENEMY IN SIGHT** events have also been added to complement the open-field events. Bill Navolis will do likewise for **WIZARDS QUEST** on Friday at 10 AM.

The prize structure has been enhanced by the addition of supplementary prizes for finalists. Eighth place in a 64-player event should be at least equally deserving of recognition as first place in an eight-player tournament. Therefore, we will be offering additional prizes in the form of merchandise credits based on the number of entrants in each event. Merchandise credits can be used to purchase our products at the show or be applied to the cost of an engraved AVALONCON plaque to be mailed afterwards. This policy addresses the preferences of the 82% of our survey respondents who favored either plaques, merchandise credits, or a combination of the two. It also makes AVALONCON the first gaming convention to be versatile enough to offer winners their choice of “glory” or “booty”.



The ASL tournament will be an AREA tournament in more ways than one. Besides exchanging AREA victory chits normally, “Fish” Connor will be using the AREA rating system to actually score his tournament while continuing to run the type of free-

form, open-ended event that he has popularized at ASL OKTOBERFEST. Play will be round-robin style using only previously published scenarios. All players will start with a tournament-only AREA rating of 1500 and be matched against those with similar scores as the event progresses. Participants can play as many or as few games as they like, but those expecting to win, place or show will be expected to display stamina in their pursuit of tournament points by playing as many scenarios as possible. To save time, pre-registrants are advised to acquire a list of the eligible scenarios so they will be more familiar with setups, strategies, and special rules. No Balance (A26.5) or Night (E1) rules will be played. Send a SASE to Bill Conner, P.O. Box 4114, Youngstown, OH 44515-0114 for more details.



A Campaign Game of **THE LONGEST DAY** will be hosted by Steve Piotrowski. Depending on demand, the game will be played 16+ hours per day and will run until Sunday afternoon. Players will command one corps each with one C-in-C per side. Game set-up and invasion turn to begin Thursday evening at 7 PM. Late arrivals may join the game in progress. For more information, contact: Steve Piotrowski, 30 Greenfield Ave., #1105, Willowdale, ONT M2N 3C8, CANADA or send E-mail to S.Piotrowski on GENIE.



KINGMAKER will be a Single Elimination event in three-hour rounds hosted by Richard Mulligan. All Basic, Optional, and Advanced rules will be used with the following modifications. The Nobles Killed Table on page 11 will be used instead of the advanced battle formation combat rules of page 10. The Ambush rules (page 8) are modified so that a noble that makes an ambush is NOT returned to the Crown deck but placed in the Chancery and awarded at Parliament, as if it were a Title or Office. The Optional Event Cards: Gales at Sea, Irish Revolt, Plague in Calais, Catastrophe, Refuge, and Royal Death will be in play. At the end of the time limit, winners will be determined by their standing at that time. GENIE will be cosponsoring the tournament and providing finalist plaques to everyone in the final round. Send all rules inquiries and comments with a SASE to Richard D. Mulligan, c/o GENIE, 401 N. Washington St., MC05A, Rockville, MD 20850.



WOODEN SHIPS & IRON MEN will be run by Jon White and Mike Meister in Single Elimination format starting Friday at 10 AM. Late arrivals will be given a chance to start Saturday at 9 AM but only if they pre-register. Players will receive a packet of six standard 30 and 31 point ships from which to select their forces. The initial round will feature single ship duels, with winners advancing to squadron actions of three or four players/ships per side. Players from the winning team(s) will advance to the final rounds of single ship duels, with berths awarded to worthy runners-up as needed. A copy of specific tournament rules can be had by sending a SASE to Jonathon White, 178 Foxhunt Lane, East Amherst, NY 14051.



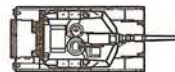
BRITANNIA will be run by Tony Strong using a modified Swiss Heat system wherein all players must play at least two rounds. Participation in a third qualifying heat is optional. The four players with the highest average scores qualify for the final round on Saturday at 8 PM. Late arrivals and those wishing to improve their scores may play in a third qualifying heat Saturday at 10 AM. Those wishing more details should send a SASE to Tony Strong, 1027 E. 7th St. #5, Long Beach, CA 90813-4823.



AFRIKA KORPS will now be run by AREA postal champ Joe Beard. Kevin McCarthy will move over to handle the honors in **WATERLOO** where he won his postal championship. Both events will remain Single Elimination formats. Dave Kopp, the **STALIN-GRAD** postal champ, cannot confirm his participation at this time. That leaves only Bruce Remsburg, the **PANZERBLITZ** postal champ, among the missing.



Playtester Sean Cousins will host a Single Elimination tournament of **ATTACK SUB** on Sunday morning. Each round will be a best two-out-of-three affair. Each player may select one scenario with his opponent choosing sides. If split after two games, a GM-designated scenario will be played to break the tie. Players may not select any scenario more than once.



MBT Designer Jim Day will host a two-round Swiss-style tournament on Saturday morning. Each player will play each side against a different opponent with the player scoring the most overall points the winner. Later in the day, Jim will host an 8-player demo game in miniature of his new IDF game—an extension of the MBT system.



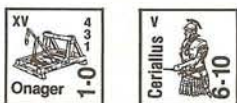
Bill Jaffe and Joe Jackson will be running a weekend-long demonstration of **EMPIRES IN ARMS** using the 1805 scenario with any excess players used to staff a 1792 scenario. Players will bid for countries using the Campaign Game bidding rules. Unplayed major powers will be handled per the UMP rules. Latecomers may join the games in progress but only after a December economic interphase, or if an UMP is currently inactive.



WAR AT SEA will be hosted by Alan Applebaum in a Swiss format using the 2nd edition rules which call for accelerated American entry. More information can be obtained by sending a SASE to Alan's 30 Stone Ave., Somerville, MA 02143 address.

Glenn Petroski has adjusted his earlier plans for VITP due to player feedback and will now be running a seven-round, Swiss style round-robin system of five-hour rounds commencing at 9 AM, 2:30, and 8 PM daily rather than a Double Elimination event. Those wishing more information may send Glenn a SASE at his 210 W. Hunt, Twin Lakes, WI 53181-9786 address.

Roger Cox will host a Single Elimination THIRD REICH tournament beginning promptly at 9 AM Friday although pairings will be announced Thursday evening for those wishing an early start. Consequently, players must be pre-registered or on hand Thursday night. Play will be the '44 scenario with two players per game in the opening rounds. As the field narrows, longer versions of the game may be played as time permits. All 4th edition rules will be used except that the variants will be limited to the original ten. If crowded, Player Turns will be limited to 15 minutes.



Designer Fred Schacter will be on hand to host complete Campaign Game demonstrations of SIEGE OF JERUSALEM with five players per game (three Roman, two Judaeans). Bring your own team or sign on at the site. More details can be obtained by sending a SASE to Fred at his 155-15 Jewel Ave., Flushing, NY 11367 address.



FLIGHT LEADER will be hosted by developer Craig Taylor in a three-round modified Swiss format using the Advanced Game rules plus Options 17.5, 17.8, and 17.9. Tournament points will be awarded for scoring kills and being on the winning side. Aircraft losses will be deducted in the event of a tie.

D-DAY will be run by AREA postal champ Don Burdick in a Single Elimination format with loser's brackets to accommodate those wishing to continue—thus making it a Swiss event in practice—should the number of entrants make it feasible. Assuming a five-round field, moves will be timed at 14 minutes for the German and 7 for the Allies. With a smaller field, the time limits can be more liberal. Even so, the results will be subject to adjudication after 20 turns. Side selection will be by choice, frequency of use, and AREA rating in that order. Although not required, chess clocks should be brought if available.



Bruce Harper, the designer of WRASSLIN', ADVANCED THIRD REICH, and ADVANCED CIVILIZATION, comes to us all the way from Vancouver to host a Single Elimination tournament of ADVANCED CIVILIZATION on Saturday morning using five hour rounds to highlight the benefits of the shorter playing time of the new version. An explanatory session on the differences between the basic game and the new version will precede the event.

BATTLE OF THE BULGE '91 will get its baptism of fire fresh out of the box under the watchful eye of John Kreuz in a Single Elimination format. This introductory level game can be learned as you play. It's new to everyone so give it a shot without fear of more experienced players.

And yes, due to numerous requests BULGE '81 is back on the agenda also—hosted in Single Elimination format by John Grant starting at 9 AM Saturday. Even discontinued games will continue to live at AVALONCON—as long as they can draw a minimum of eight participants. The Advanced Game will be played with no optional rules but the OB modified on 2nd edition OB cards with the changes noted in Volume 21, No. 3 of THE GENERAL. For complete details send a SASE to John Grant, 198 Brookdale Rd., Stamford, CT 06903.

Sports enthusiasts should enjoy Randy Cox's SUPERSTAR BASEBALL tournament. He will provide team charts of all-star teams from past seasons (ranging from the 1905 NL to the 1972 AL) which the players may keep. Each player may choose one team with no restrictions on choice (players may be opposed by identical teams). Round robin heats will follow with each team in the same division playing twice, home and away. Given sufficient entries for four Divisions, Division winners would engage in a best-of-five playoff followed by a seven game World Series.

Winston Forrest will host three qualifying heats of Circus Maximus on Friday and Saturday. Players may participate in as many as they like but only the winners of a qualifying race will be eligible for the finals on Sunday morning.

Russ Gifford, a seven-year veteran of a local 12-player Grand Prix circuit, comes to us all the way from Nebraska to host our SPEED CIRCUIT competition. Twelve players may qualify for the Saturday finals by entering the Thursday and/or Friday evening qualifying heats which will consist of three laps on the Monza track. There will be 12 cars per race using a three-lane start narrowing to two lanes in the first corner. The twelve qualifiers will play in three 5-lap races on Saturday with the top scorer taking the honors. For complete tournament rules, send a SASE to Russ Gifford, 320 East 27th, South Sioux City, NE 68776.

And lastly, Paul Qualtieri and his wife are looking for a similar couple to play one of the Victory Fleet games at Avaloncon in what could aptly be described as the convention's first attempt at "mixed doubles". If interested, write Paul at 701 Springs St., Fort Mill, SC 29715.

For more detailed information on other AVALONCON events, consult the previous AVALONCON Bulletin Board in Vol. 26, No. 5 of THE GENERAL.



Room Reservation

August 22-25, 1991

AUGUST 22: Pre-Registration, Open Gaming, and unofficial tournaments only begin at 6 PM.

Complete the following form and return it with the required deposit to: Penn Harris Inn, P.O. Box 839, Camp Hill, PA 17001. Or call 1-800-345-PENN. We suggest you make your room reservations promptly, as we cannot guarantee availability after 8 August 1991. Be sure to fill out the form carefully, as the Penn Harris will honor only those reservations received with complete information and deposit or guarantee.

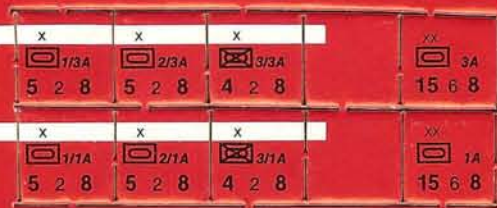
<p>Name: _____</p> <p>Address: _____</p> <p>City: _____ State: _____ Zip: _____</p> <p>Phone: _____</p> <p>Arrival Date: _____</p> <p>Departure Date: _____</p> <p>Check-in time is 3:00 PM. Check-out time is 1:00 PM. Reservations which are not guaranteed by check (made out to Penn Harris Inn) or credit card will only be held until 5:00 PM.</p> <p>Credit Card and Number: _____ Exp. Date: _____</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;">Rate Per Night:</td> <td style="text-align: right;">Deposit:</td> </tr> <tr> <td><input type="checkbox"/> One Person/\$60.00 Plus \$3.60</td> <td style="text-align: right;">\$63.60</td> </tr> <tr> <td><input type="checkbox"/> Two People/\$60.00 Plus \$3.60</td> <td style="text-align: right;">\$63.60</td> </tr> <tr> <td><input type="checkbox"/> Three People/\$60.00 Plus \$3.60</td> <td style="text-align: right;">\$63.60</td> </tr> <tr> <td><input type="checkbox"/> Four People/\$60.00 Plus \$3.60</td> <td style="text-align: right;">\$63.60</td> </tr> </table> <p>No more than four people per room.</p> <p>I will share this room with:</p> <p>Name: _____</p> <p>Name: _____</p> <p>Name: _____</p> <p>Deposit Enclosed: _____</p>	Rate Per Night:	Deposit:	<input type="checkbox"/> One Person/\$60.00 Plus \$3.60	\$63.60	<input type="checkbox"/> Two People/\$60.00 Plus \$3.60	\$63.60	<input type="checkbox"/> Three People/\$60.00 Plus \$3.60	\$63.60	<input type="checkbox"/> Four People/\$60.00 Plus \$3.60	\$63.60
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Desert Storm Counters (40 Pieces): Front

3004035/36












For the **Gulf Strike: Desert Shield** edition











Desert Storm Counters: Back

3004037/36

AC-130  30	C-130  30	C-130  30	C-130  30	C-130  30
BB  4		X  1/2A 3 1 8	XX  2A 8 3 8	CVN-71  5

A-10  4	A-10  4	F-15E  10	F-15E  10	F-15E  10
F-117  8	A-10  4	A-10  4	A-10  4	A-10  4

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CV-60  4	CV-41  4	CV-61  4	CV-66  4	CV-67  4

XX  3A 8 3 8		X  3/3A 2 1 8	X  2/3A 3 1 8	X  1/3A 3 1 8
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